MORE REVIEWS THAN ANY OTHER MAG

25 REVIEWS

SEGA PRO

OCTOBER 1993
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ISSUE 24

NOT AN OFFICIAL SEGA PUBLICATION



SOCCER SPECIAL

Top footy action with all Sega soccer games assessed and a three-page preview of EA SPORTS' *International Soccer*!

MORTAL KOMBAT BLOW BY BLOW

ALSO INSIDE:
Gauntlet IV
Silpheed CD
Thunderhawk CD
Addams Family
Chuck Rock 2
Two Tribes
Wolfchild
Fantastic Dizzy
NHL Hockey '94

JURASSIC!

More Raptors than you can handle, in what is simply the biggest game of the year.

ZOOL!

This deadly bug-eyed ninja is coming to your Sega system soon. Read all about him in our four-page special.

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SEAL OF QUALITY
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GA
DRIVE
Meet Sparkster...
A new breed of superhero and star of Konami's all new adventure for Sega Megadrive - Rocket Knight Adventures.
KNIGHT
TURES
Sparkster is hell bent on avenging his master Mifune's death. Armed with his jet pack and sword of steel his mission is to annihilate the Dark Lord and restore peace to his homeland once more.
NAMI
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SEGA PRO

OCTOBER 1993

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DINGBATS MESSAGE

Final words: Who knows !





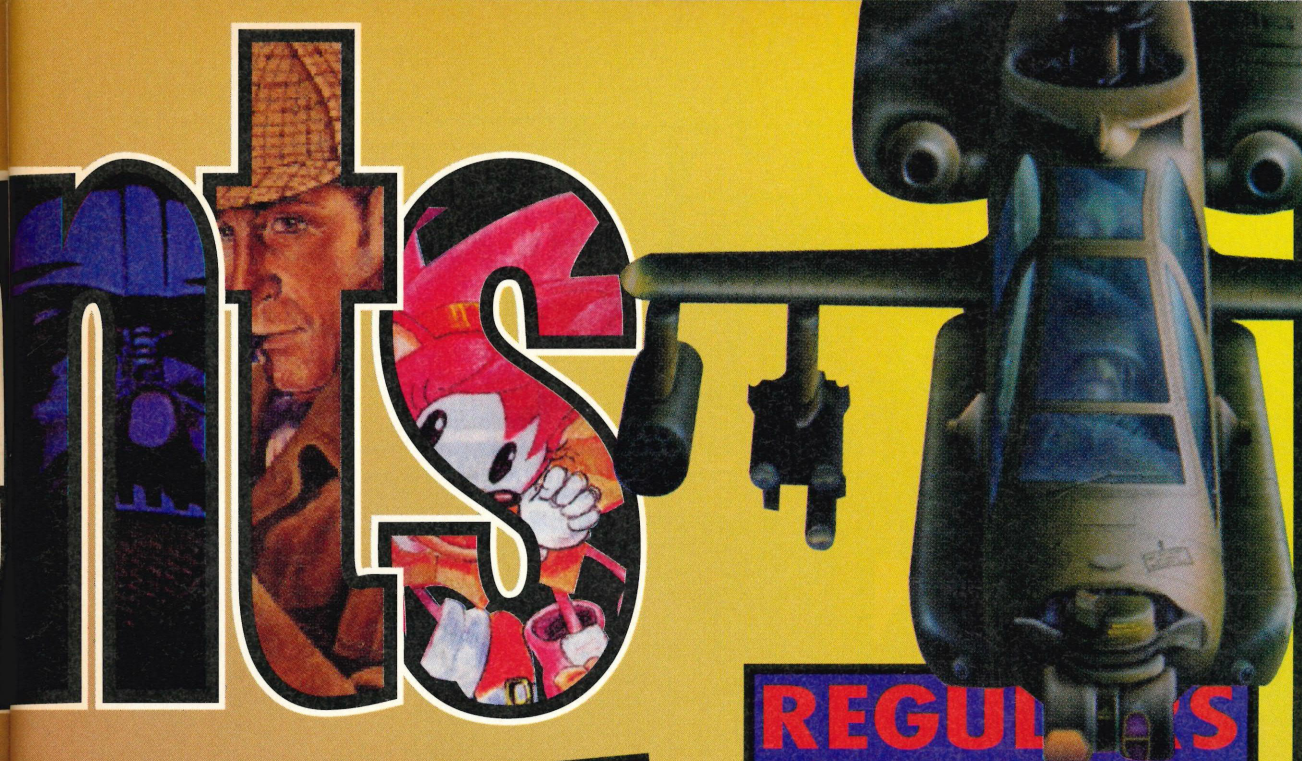
EXCLUSIVES!

We've done it again! This month we bring you more exclusives, hot from the producers' development teams.









REGULARS

6 NEWS

Did you know that some TV programmes are banning beat-'em-ups? You would if you read ProNews! We bring you the biggest and best news pages, packed with all the information you'll ever need. Looking for international news? Check out our Japanese pages for some top-secret stories.



14 PREVIEWS

Over 20 new releases have been squeezed into just four pages this month. Among the top games for the next few months are *Lethal Enforcers, Cool Spot* (MS), *Spider-Man and The X Men, Blades of Vengeance* and *Micro Machines* (GG). Cramming them all in was a hard job, but you won't find more previews anywhere.

34 PRODATES

Want to know what games you should be buying over the next few months? Turn to Prodates, the only section in ANY magazine that covers EVERY release until November. You'll find everything you need to know about up and coming games, from the price to the game's content.

76 PROFILE

How do we do it? God knows how we manage to fit so much information into such a little space, but we do! If you need the low down on ancient game releases, readers' problems, or you need a game tip, this is the place to look.

91 PROGUIDES



Yeah, you guessed it. We couldn't resist bringing you the complete players guide to *Mortal Kombat*! Whatever console you have, the Pros bring you the biggest and best tips for the beat-'em-up of the year. All that and we still have space for more! Check out the second part of our *Jungle Strike* solution and an exclusive guide to *Star Wars* (MS&GG).

108 PROTEST

The CD debate is in full swing this month. Half of our readers think it is a waste of time, the other half think it's brilliant. What do you think? Read the low down on this important issue, among others, in our readers' section of the mag.

SPECIALS

24 ALIVE AND KICKING

We have no less than five pages reporting on the development of football games on Sega consoles and there are reviews of every game that's still generally available in the shops. To cap it all, we have...



30 EA SPORTS' INTERNATIONAL SOCCER

The football season has started and we couldn't resist bringing you a feature on the latest football simulation. EA Sports have produced some fine simulations in the past and are hoping this will be their biggest game ever. We bring you an extra-special feature direct from EA's headquarters.



REVIEW INDEX

MEGA CD

MEGA DRIVE

MASTER SYSTEM

GAME GEAR

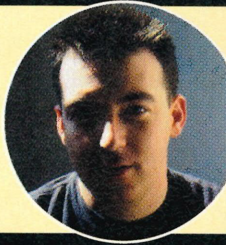
JURASSIC BLUNDER

I was bemused when rival magazines reviewed *Jurassic Park* from an unfinished version of the game. We were told that we could, as some other magazines had, review the game using these chips. We decided not to and, as we didn't receive a finished cartridge from Sega UK, we reviewed the import version from the States.

By now, some magazines will have reviewed the game from Sega's "unfinished" chips and I would imagine many came to the same conclusion that this is a fairly decent game. However, the US version was bugged and considering that Sega UK "couldn't" supply us with a finished cartridge, we can only surmise that the UK version will be similarly flawed. When we get hold of the finished game, we will inform you either way, but if you don't hear from us before the its release, take care and demand a playtest before you part with your cash. If you can live with any bugs that may be there, then at least you know what you've bought.

Pat Kelly

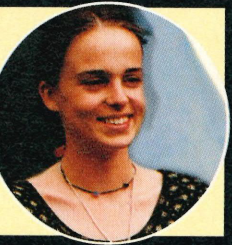




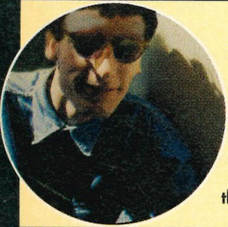
PAT KELLY
"The last holiday I ever went on was my honeymoon and one of my worst experiences ever! Being a fair-skinned Scot, I became another sun-burn statistic soon after I stepped off the plane in Tenerife. Needless to say, the wife didn't take too kindly to my constant cries of pain and stubborn refusal to go anywhere near the sun! To top it all, the pubs were showing repeat episodes of Only Fools and Horses, which would have been fine had we not wanted to get away from the drudgery of old England."



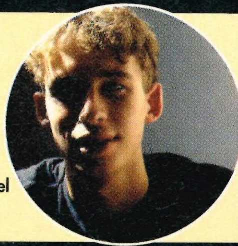
SIMON CHRISTOPHER
"As I've never taken a holiday from my hectic schedule, I have only one distant tale to recount on the subject. As a wild, carefree student I felt in need of a rest. In a futile attempt to recreate a holiday atmosphere I hired a sunbed, bought in a supply of food, drink and cheap novels. I then sang "La Bamba" whilst walking round the house in my swim shorts with sand in my shoes." Sad bloke!



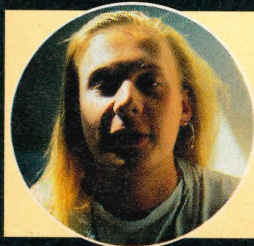
SAM HICKMAN
"Last year, I visited my best friend in Turkey. All was well until we decided to take a bus trip to Istanbul. Not being able to speak any Turkish, I didn't realise that mass panic had broken out. Apparently, there was a terrorist on board who claimed that he would run riot on the bus. Fortunately, the police came whizzing up the motorway and yanked this weasely looking bloke off into a Turkish jail. I never did find out of he was really a terrorist, but he certainly looked shifty to me."



JASON JOHNSON
"If you've ever been subjected to one of those family holidays abroad, you may well sympathise with me. About five years ago my parents took hold of this crazy idea of going away for Christmas. Who goes abroad for Christmas? Sunny Malta was our destination, but it rained all week. The hotel had a dingy downstairs disco and the biggest thrill was a magic show on Christmas Eve! Needless to say, I now try and stay this side of the water during the festive season."



MARK HILL
"My worst holiday nightmare was when I went inter-railing from France to Malta and all was well until I reached Italy. A mix-up in Napoli had me waiting a whole night for a train to Scicily that finally arrived the following morning – ten hours late! The station was a dump with queers and dirty tramps and there was no food or drink available. The following morning things got worse as the Scicilian bound train stopped in a country village due to a train strike! I was stranded for a night so dishing out £20 for a hotel room was the best decision I had made since I started out."

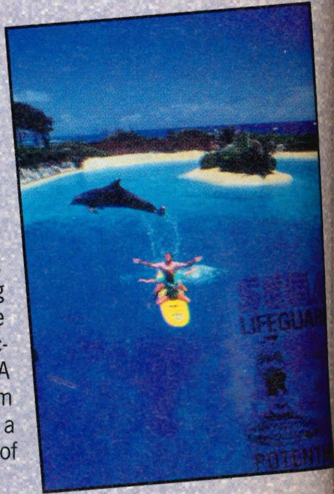


COLIN NIGHTINGALE
"The last kind of 'holiday' I had was a working holiday, picking grapes with a close friend in Switzerland. Unluckily, we had unlimited stocks of fine wine at our disposal and proceeded to drink to our heart's content. Within a week, the farmer fired us and we, thus, ended up hitching through Europe to Amsterdam, which was a far more rewarding experience."

PRO



SURFING IN THE UK



These days, it seems that Sega can't keep out of the water! They've currently got two liquid-based projects on the way and both of them are aimed at fashionable young things.

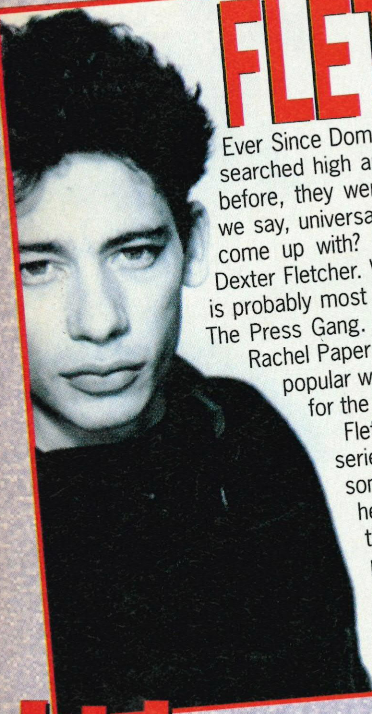
First up, Sega sponsored the Quiksilver's Surfmaster Championship, held earlier on in September. The world's top 44 surfers competed in the championships that had a first prize of $100,000! The Sega Quiksilver Surfmaster Championship featured a huge games playing area, where spectators could sample Sega's many surfing titles. *Greendog* also made a personal appearance and although the exhibition was mainly aimed at spectators, some of the competitors couldn't stay away. A self-confessed Sega addict, surfing legend Tom Carroll was spotted at the Sega stand, engrossed in a game. What was the title? *Cool Spot* by Virgin of course!

Staying on the subject of beaches and all things summery, Sega have another marketing strategy up their sleeve. They are currently touring American schools with their swim program for young children. Co-run by the Royal Life Saving Society, it promotes the necessity of safety in the water. The project has been a huge success in the states and will be coming to the UK in the autumn. Although Sega attract loads of attention wherever they slap their name, they do have a little extra help with this campaign. The TV stars of soft-focus, bouncing babe, TV series Baywatch are lending a helping hand (as well as other parts of their anatomy). Nicole Egbert and David Charvet have produced a video for the society and you'll be glad to know that they're coming to the UK too!



NEWS

FLETCH LIVES

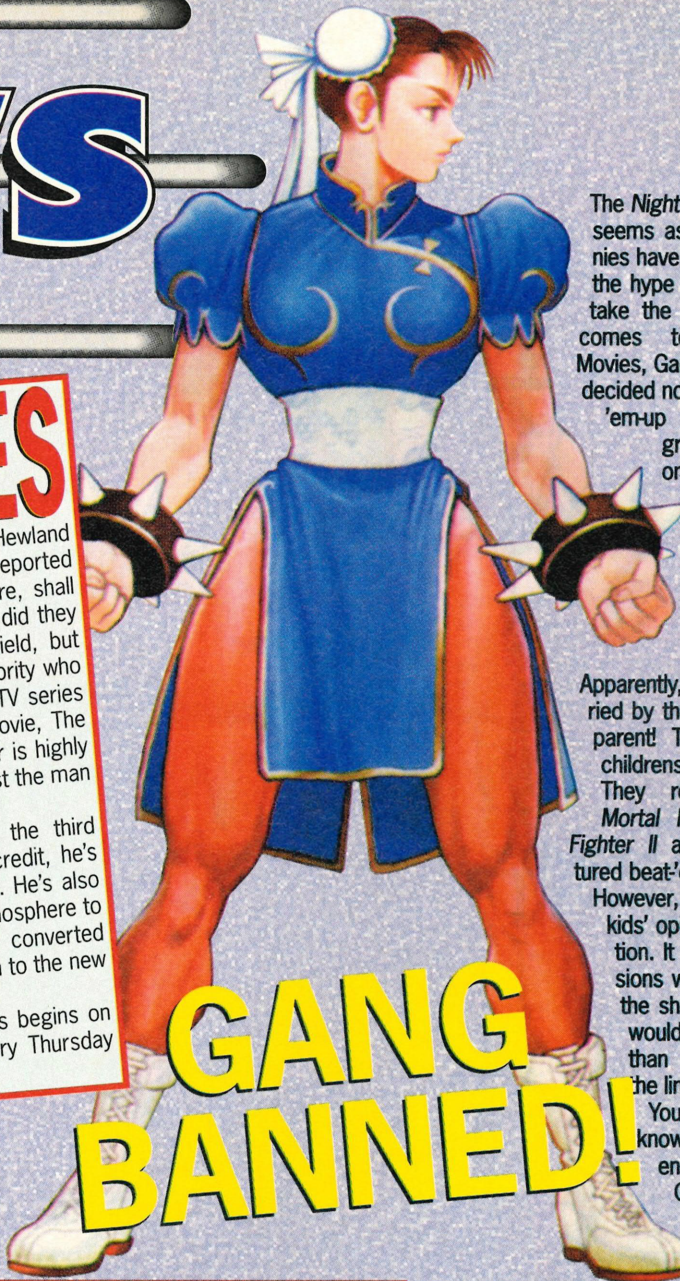


Ever Since Dominik Diamond left GamesMaster, Hewland searched high and low for a new presenter. As reported before, they were looking for someone with more, shall we say, universal attitude than old Dominik. Who did they come up with? Not Take That, not Philip Schofield, but Dexter Fletcher. Who? Dexter is a small time celebrity who is probably most famous for his role in childrens' TV series The Press Gang. He also starred in major teen-movie, The Rachel Papers. According to Hewland, Fletcher is highly popular with his target audience, so he's just the man for the job!

Fletcher has been signed up for the third series of GamesMaster and to his credit, he's something of a mean games player. He's also helping to bring a more moody atmosphere to the show, due to be shot in a converted prison. Can he carry it off? Tune in to the new series and find out.

- The new GamesMaster series begins on 9 September and will run every Thursday evening.

GANG BANNED!



The *Night Trap* saga lives on! It seems as if many TV companies have been a bit shaken by the hype and have decided to take the safe option when it comes to games choice. Movies, Games and Videos have decided not to feature any beat-'em-up games in its programme. As there is only a small amount of presenting, they feel that their show would come under a lot of scrutiny by featuring games such as *Mortal Kombat.* Apparently, they are also worried by the wrath of the angry parent! The same goes for childrens' show Gimme Five. They refuse to promote *Mortal Kombat* and *Street Fighter II* and have never featured beat-'em-ups in their show. However, no one has taken kids' opinions into consideration. It seems that the decisions were largely made by the show's producers, who would rather play it safe than stick their neck on the line.

You'll be pleased to know that both Bad influence and GamesMaster will be featuring beat-'em-ups, in particular *Mortal Kombat* and *Street Fighter II.* GamesMaster will even be dedicating a whole programme to *Mortal Kombat* and are not worried by the violence. After all, they are only digitised images and lets face it, most kids know the difference between real violence and a few make believe characters on a TV screen.

WELCOME TO THE JUNGLE

EA are famous for producing innovative games, but they've also produced a novel advert. If you're ever in the Cromwell Road region (near Sega's HQ) why not check it out? The billboard poster features an almost life-size model of the Comanche helicopter featured in their latest smash hit, *Jungle Strike*. The helicopter comes complete with revolving blades and is perched on top of the billboard.

The billboard advert supports EA's massive publicity drive for the game and with adverts currently being shown on TV and the cinema, it should attract a fair bit of attention.



COLLECTORS' STAMPS



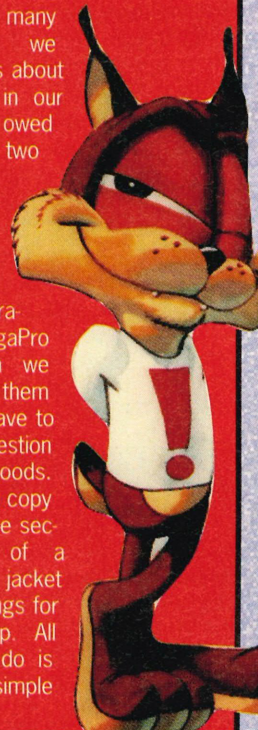
If you ever buy games from a Virgin Store, then good news is on the way. Virgin have just introduced a scheme aimed at building loyalty among their customers. They are issuing all of their customers with a stamp collection booklet. Each time a customer buys a game, they will be given a stamp for every £10 spent. When they have collected enough stamps, they can exchange them for money off game products. Up to 30 tokens can be collected in all, giving the customer £40 off a game. The scheme will run for a year and has already begun in most Virgin stores.



WIN BUBSY GEAR

Bubsy the Bobcat seems to get everywhere these days. When he's not gracing the pages of computer games magazines, he often pops up in the national press and a few trendy magazines too. Bubsymania is everywhere and he's about to get bigger too! National adverts are about to hit TV and he's got his own cartoon show.

Anyway, Bubsy has been featured in good old SegaPro many times, so we thought it was about time to call in our dues. Bubsy owed us a favour or two so after a quick phone call, we managed to get hold of some freebies. In traditional SegaPro style, though we can't just give them away. You'll have to answer a question to win the goods. First prize is a copy of Bubsy, three second prizes of a Bubsy coach jacket and Bubsy mugs for ten runners-up. All you have to do is answer one simple question.



THE BIG ONE

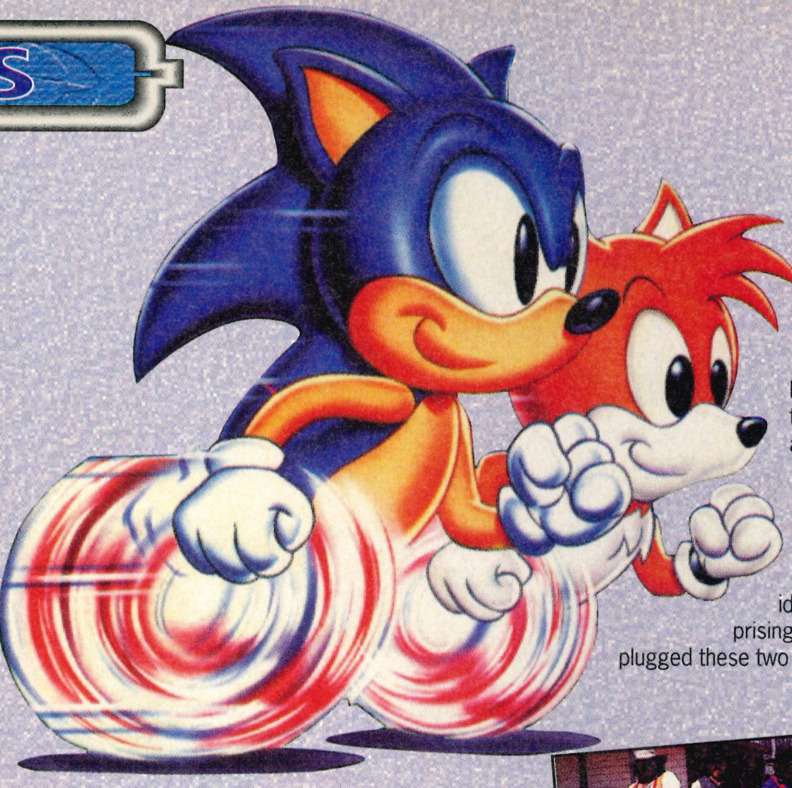
Q Where do bobcats live?

A..
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NAME..
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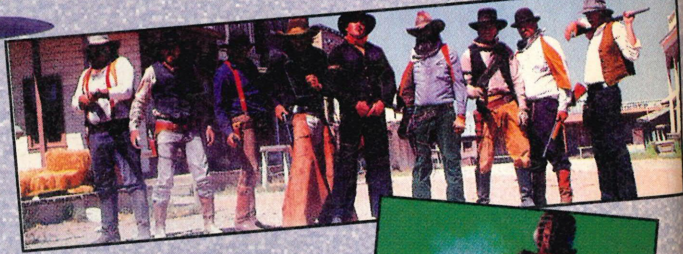
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TOP MAN

In a recent survey in America, it was found that Sonic is the most popular character around. The survey was carried out amongst 6-11 year-old boys and Sonic beat Michael Jordan and Bart Simpson into runner-up positions. Tails, Sonic's furry sidekick, came fourth place in the survey, showing that kids seem to have identified with the fox rather well. Not surprising, really, when you consider that Sega have plugged these two characters to the hilt.



LASER QUEST



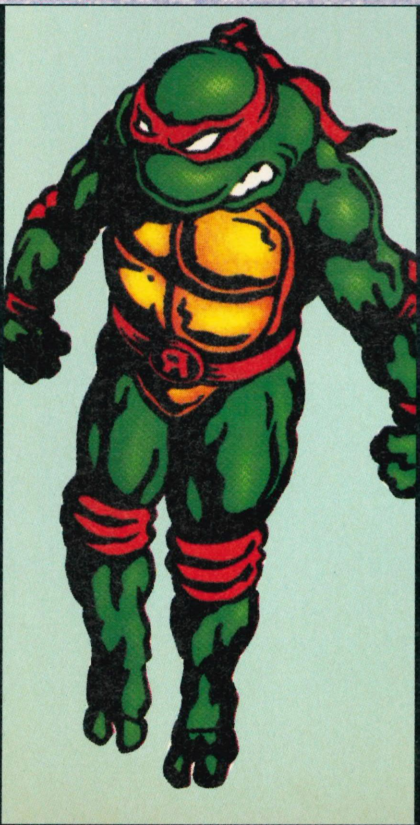
American Laser Games, the creators of arcade machines such as *Space Pirates*, are coming to the Mega-CD. They have five titles in all and their release dates vary from November until summer of next year. Their first release will be *Mad Dog McRee* (previewed this issue) followed by *Mad Dog II*, *Space Pirates*, *Who Shot Johnny Rock?* and *Gallagher's Gallery*. For those of you who are unfamiliar with laser games, the object is to shoot images of live actors. Many of the adventures have wild story lines and feature anything from Twenties' singers to spacemen from another dimension. It's undecided at the moment whether the games will use the Menacer, but it's a high possibility. While the concept of laser games may have been fun in the arcades, will it work in the home?



whispers...

● Sega don't seem to be having much luck on the court room front. They've been summoned again. This time, a US company is suing them for £30 million. Beeshu Incorporated has filed 14 complaints against the company, including breach of licensing agreements and breach of copyright. Apparently, Sega were due to publish some of Beeshu's games, but released very similar games under their own name instead. Although the court room battle will cost both sides thousands of pounds, Beeshu are determined to win the case. However, it's likely that Sega will counter sue the company, so what happens is anyone's guess.

● News has just reached us that Microprose have closed two of their offices in the UK. This leaves them with a solitary head office in Tetbury. No one at Microprose was available for comment, but the company has recently restructured its American division after financial worries. We'll have more news on the subject next month.



● Konami are boosting their Mega Drive support and have a few releases planned for 1993. Although they haven't disclosed many of their titles, they are planning a Ninja Turtles follow up. Entitled *Teenage Mutant Ninja Turtles – Tournament Turtles*, the game should be available in late November.

● EA announced record profits for the first quarter of the 1994 fiscal year. The company made $7,318,000, a 53% rise for the same period last year. Amazing really, when you consider the recession and all that.

● Codemasters have a whole TV programme dedicated to their latest character and forthcoming game, *Cosmic Spacehead*. It will be aired in October, although it will only go out in Central regions. Boo!

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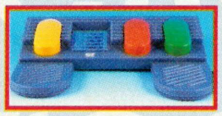
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HOLD THE SPAGHETTI

You know the score. As soon as you want to play a two-player game, all the joypad's wires become tangled up. The result is one big mess and lots of frustrated games players. The situation could get even worse with the arrival of Sega's four-player Tap and EA's Four-way Play. Well, worry no more, because help is on the way. MSU Limited have the problem under control, with their latest product, the Micro Genius. This is a remote control joypad that can operate up to 20ft away from the TV. Remote control pads have been offered before, but the Micro Genius is different. It has an extra-wide beam and will follow the movement of the controller exactly. What's more, two controllers can use the same receiver, so you won't have to shell out for two receivers.

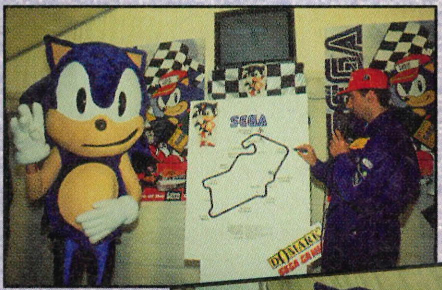
The Micro Genius has three fire buttons, a turbo/auto fire button and a slow motion switch. It retails at £29.95 for the joy pad and receiver, or £19.95 for the joypad alone. It should be available any day now in most good computer games shops.

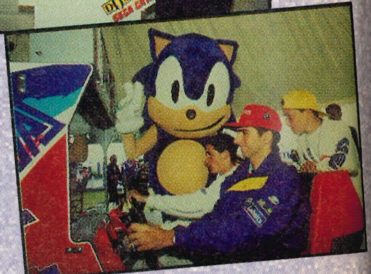
THE LISTENING BANK



Banks have always offered young people incentives to open accounts with them, but Midland pride themselves in being more than generous. Customers between the age of 13-18 can open a Livecash account and among the many benefits they'll receive, is a voucher for 25% off computer games. You can open an account with as little as £1 and in addition to vouchers for games, you'll also receive other shopping vouchers to the value of £70. Whenever a voucher is used, Midland will also replace it That means you never need pay full-price for a game ever again. However, there is one catch. Games have to be chosen form a special list that Midland publish. While most of the games are up to date, there aren't many to choose from, although Midland will be updating the service now and again. For more information, consult any Midland Bank.

AWAY THE LAD





When Sega agree to sponsor your Formula One racing car, it's not something to take lightly. Apart from all the publicity it's bound to attract, you have to endorse Sega's products too. However, Damon Hill doesn't need much encouragement. When he's not beating everyone else on the racing circuit, he likes to relax playing *Virtua Racing*. Sega's main racing man reckons there's no competition when it comes to realistic racing sims.

FAMOUS CONSOLE PLAYERS OF OUR TIME



Even Dance Energy presenter Normski can't go anywhere without a bit of entertainment from Sega! Even though he's an unlikely games player, the look on his face suggests that there's something wrong with his console. What do you think? If you have any witty one-liners that Normski may be muttering, jot them down on a postcard and send them to us. Alternatively, write your answer on the coupon below. There's a cart of your choice if you have the wittiest entry. So, get writing!

I think Normski is saying:
....
....
....
....
....

GAME..
NAME..
ADDRESS..
....
....POSTCODE.................................

Send your entries to: Normski's in the Place, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Entries to be received by 30 September.

MORE MANGA, PLEASE

Well, you hear it here first! A couple of months ago we reported that the Manga video classic, Akira is being converted to all Sega formats. Unfortunately, none of the versions will be completed before the end of the year, but Manga have more new videos to keep you happy in the meantime.

First up is 3x3 Eyes part 2. Yakumo Fujii was a normal student until he met a young girl named Pai. Pai is the last descendant of the mystic Triclop Sanjian Unkara and after she saves his life, Yakumo is indebted to her. What he doesn't know is that he is now destined to live forever, just like Pai. The only way they can regain mortality is by locating the Ningen, a statue of humanity. This is an 18 certificate, so there are some unsuitable scenes and any kids reading this should make sure they don't watch it!

Next up is Judge. This is a chilling tale of the underworld, where dead people can wreak revenge on the living through a book known as the Statute. Controlled by a mild mannered office worker, who is really the Judge of Darkness, the dead look set to take over the land of the living. However, the living have one weapon. If only they knew what it was! This is slightly less violent that 3x3 Eyes, so only comes with a 15 certificate.

Finally, Ultimate Teacher sees the age old struggle between a gym teacher and his pupils. Ganbachi is determined to beat his students into shape, but a few of them have other ideas. Hinako and her friends, the Pinball Gang, have cunning plans to stop Ganbachi once and for all. This has provisionally been awarded a 15 certificate.

● To order Manga Videos, phone our Karen on ✆ (0202) 299900 with proof of age!

NEWS FROM JAPAN

PRO DATES

MEGA DRIVE

NOVEMBER

DUNE	VIRGIN	CD
DUNE II	VIRGIN	16Mbit
DARK WIZARD	SEGA	CD
WING COMMANDER	SEGA	CD
HISAICHI ISHII	SEGA	8Mbit
SONIC SPINBALL	SEGA	16Mbit
EYE OF THE BEHOLDER	PONY	CD
BLUE WOLF AND WHITE DOE	KOEI	CD
WINNING POST	KOEI	CD
LEGEND OF WAR COUNTY	SAMI	CD

DECEMBER

BURNING FIST	SEGA	CD
PHANTASY STAR IV	SEGA	16Mbit
AX 101	SEGA	16Mbit
LETHAL ENFORCERS	KONAMI	16Mbit
YOU YOU GAIDEN	SEGA	16Mbit
NINJA NOBUNGA 2	COMPILE	8Mbit

JANUARY

SISTER SONIC	SEGA	8Mbit
POWER DRIFT	DENPA	CD
BATTLE FANTASY	MICRONET	CD
POPULOUS II	VIRGIN	8Mbit

GAME GEAR

NOVEMBER

OUTRUN EUROPE	SEGA	2Mbit
STRIKER	SEGA	4Mbit
BATTLE TOADS	SUNSOFT	2Mbit
TEAM WILLIAMS	SEGA	4Mbit

DECEMBER

PUYO PUYO 2	SEGA	2Mbit
FACEBALL	RIVER HILL	2Mbit
SCRATCH GOLF	SIMMS	2Mbit
ALADDIN	SEGA	4Mbit

JANUARY

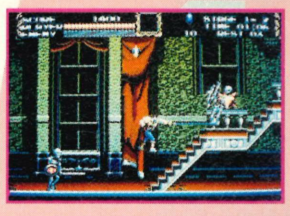
YOUNG INDIANA JONES	SEGA	2Mbit





THE NEW GENERATION

You may have read the article in SEGAPRO#22, Killer Bats, which reported on the future release of *Vampire Killer*, a platform adventure that has already made its mark on the SNES. *Vampire Killer* is hoped to be one of the most challenging and addictive games this year. It's set to be a big title in Japan and will now be released here about the same time, here's everything you will possibly need to know about Konami's November release.





The story begins in 1897 with Dracula having been lain to rest by Kincy Morris of the Belmond family. After many years of peace, World War I broke out and sent Europe towards a terrible circumstance with misery and darkness everywhere. History states that the assassination of the Prince of Austria led to the outbreak of the war, but this is not the whole story.



Elizabeth Bartley was a vampire in the early 15th Century. She had sucked the blood from hundreds of girls, eventually coming to grief in Transylvania, where she was executed. She used a ceremony of evil to conquer the human souls of Europe and revive her dead uncle, Dracula. The Belmonds' battle is about to start all over again.

The five main characters to the story are Jonny Morris, Eric Lecarde, Drotia Tzuentes, Elizabeth Bartley and Count Dracula. Jonny is the main character and Eric has been sent along to help him against the evil Count. As with the recently released *Jurassic Park,* you are given the option of playing as one of two characters, Jonny or Eric. In the SNES version you weren't given this choice.

You begin your journey in Dracula's Castle with the general idea to kill everything in the way and collect all the power-ups as you proceed. Secret rooms and diverging routes are hidden in each stage, giving the potential for a challenging and deeply involved platform adventure.

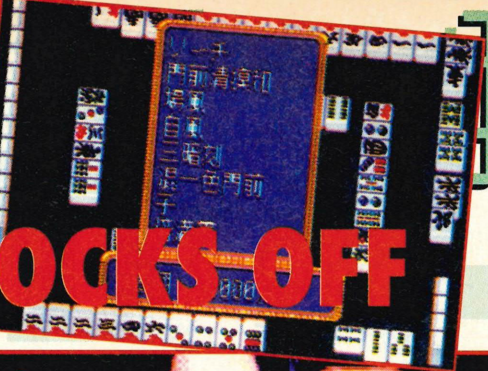
As the game evolves into a deadly mission against the forces of darkness, you are taken through scenarios such as the Leaning Tower of Pisa, the Palace of Versailles and finally Proselpina Castle. As in the SNES game, *Castlevania IV*, you face the evil Count Dracula himself.



The Mega Drive version, will be called *Castlevania – The New Generation* and will be released during November. Until then, take a look at the latest screen shots and the new characters. A full review of the official version will be featured in next month's issue of SEGAPRO, so reserve your copy now!



LAUGH YOUR SOCKS OFF



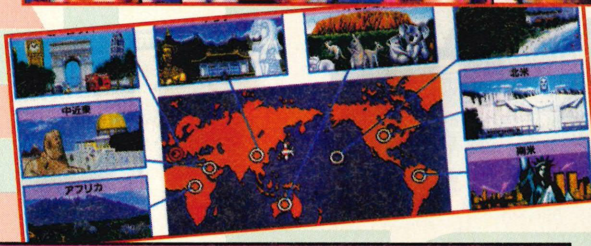
The CD-ROM version of a traditional Japanese board game, Mah-Jong, is to be released before the end of the year. We recently featured a story on the Mega Drive version, but this is updated and gives us even more reason for a good laugh.

Eight competitors travel the world in the Mah-Jong tournament, each with their personal strengths and weaknesses. There is a standard overhead view as you look onto the table – everything you could wish to know about the game has been included. The text is entirely in Japanese, as you may expect, but if you're conversant with the finer details of the game there should be few problems.

Eight competitors must play each other at various cities around the world including London, New York and Paris. Mah-Jong is very similar to poker in that it involves heavy gambling; the winner being the player with the best hand. Although no money actually changes hand – but then again I suppose it's possible – the tension could be unbearable for gambling fans.

If you know how to play Mah-Jong there may be hope for you, otherwise wait until some wacky software house decides to convert this officially, but expect a long wait.





Jap CHARTS

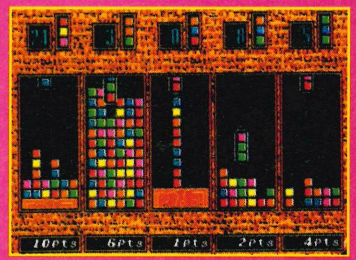
MEGA DRIVE

1	1	PUYO PUYO
2	NEW	J LEAGUE
3	NEW	GOLDEN AXE III
4	2	NIGHT STRIKER
5	NEW	LHX CHOPPER
6	NEW	SILPHEED
7	4	ILLUSION CITY
8	3	EX-RANZA
9	8	DEVASTATOR
10	6	SWITCH

GAME GEAR

1	1	PUYO PUYO
2	2	SONIC 2
3	4	DORAMEAN
4	3	SONIC
5	5	SHINING FORCE

FOUR PLAY





Fans of the classic arcade puzzle game, *Columns*, are in for a treat. *Columns 3* is under development and is to arrive in a 4Mbit cartridge, hopefully by Christmas. The object of the game is exactly the same as before, guide the falling bricks into the best position to make up a line or group of three or more colours.

Originally a two-player game, now four players can compete against each other in a fantastic head-to-head tournament. The Sega Tap makes yet another appearance to allow more addiction. Tougher gameplay, more options and the multi-player option are sure to offer a new lease of life to the out-dated original.

ARCADE JETMAN

The latest release to hit the arcades is *Gundam*, a one-on-one *Street Fighter II* derived game featuring jet-pack powered robots. The aim of the game is to win the best-of-three bouts by hitting your opponent enough times to sap his energy away to zilch. Does this sound familiar to you too?



There is a host of characters to choose from with a wide range of power-ups to be earned during the game. Special weapons and armour are among the best collectable items.

Gundam features state of the art graphics and stereo sound to match, but the gameplay doesn't initially seem up to the *SFII* standard. It could be just a bit too far fetched, what with laser beam-armed, jetpak-fuelled fighters. The Japanese, however, are going crazy over this and it could well end up in a few arcades over here.



NIP BITS

● *Silpheed* has hit Japan by storm and everything about the game has been reported on including massive full-colour guides to what they see as the best CD-ROM game available on the Sega machine. It hasn't gone down too well here, though, but, over there, it's already the sixth best-selling game this month.

● *Sumo* may look good, but it seems to be about as appealing as a cold bowl of rice for breakfast. The much publicised release has failed to live up to its expectations and doesn't offer anything new. It looks as if the pot-bellied pasta lovers will have to fight their battles in the ring, not on the screen.

● No longer are the characters that appear in RPG games being created from scratch, they are now designed using real people. Sugimoto is an attractive Japanese game freak who has just found herself in her very own video game. Unfortunately, the programmers haven't done her any favours as she sports a pair of school mistress' glasses and a stupid grin. It's unlikely that anyone is going to recognise her in the street: the graphics look worse than a poor Master System game.

● Lucky owners of the new LaserActive machine can dig their teeth into the latest release *I Will*. Everything from gambling to walking by the side of a river has been thrown onto the disc in an attempt to re-create what looks like a typical English lifestyle. Maybe the Mega-CD is a better buy after all!

● Continuing the LaserActive story, there is a strong possibility that several of its games are to be conversions from machines such as the Mega Drive and PC.

● If you're a betting person, the latest game from Koei could be of interest. *Winning Post* is a simulated race meeting where everything from putting down your cash to seeing the winner romp home has been included. If the first glances are anything to go by, it's going to have a very similar style of gameplay to *King Salmon*. I think I'll pass if you don't mind.

● An ambitious Mega-CD role-playing game is being worked on at present in power mongering, war-faring Japan. *Record of Londoss War* follows the fairly unoriginal story of a battle against evil forces in a mysterious fantasy zone. A superb introduction sequence has been put together, but this is all that has been available so far and it is expected that the game will take some months to complete.

PREVIEWS

GAMES COMING TO SEGA SYSTEMS

Feast your eyes over the next four pages to see what will be hot in the next few months. If you need some information about up and coming releases, then read on. You won't find a more comprehensive guide anywhere.

SPIDER-MAN AND THE X-MEN

ACCLAIM ● NOVEMBER ● £39.99 ● 8Mbit

The Mega Drive has seen many super heroes in its time, but Acclaim's latest release combines two all-time greats! Spider-Man and the X-Men team up to combat the forces of evil in this manic platform adventure. Unfortunately, the evil Arcade has imprisoned each super hero in their own personal hell. To get out of their environment, they will have to break through the security system. This means deactivating all the security cameras before anyone sees them!



At the beginning of the game, you'll play Spider-Man. To play a different character, you'll have to rescue one of the X-Men from prison. Each character has two of their own levels to get through and they all have different weapons.

Although the ultimate aim is to defeat Arcade, there are lots of level guardians and sub tasks to complete.

Fans of Spider-Man are bound to love this and with the added features of the X-Men, it's sure to be a hit. Look out for it in November.

LETHAL ENFORCERS

KONAMI ● NOVEMBER ● £TBA ● CD

Konami are currently developing their own laser gun to be packaged with this title. Little is known of the product at the moment, except that it will definitely not be compatible with Sega's Menacer.

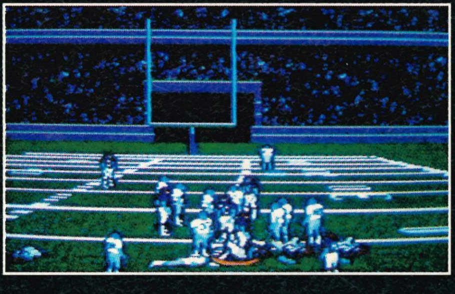


Originally found in the arcades, the CD version remains true to the original. Terrorists have taken over the world and it's up to you to stop them. With the aid of your trusty gun, blast your way around five action-packed levels that are filled with ultra-violence. This features many digitised graphics as well as traditional shoot-'em-up gameplay.



NFL QUARTERBACK CLUB

ACCLAIM ● OUT NOVEMBER ● £49.99 ● 16Mbit



Although Acclaim's strengths don't lie in sports sims, all of their efforts have been ploughed into this release. Featuring teams from the real NFL league tables, it hopes to compete with all-time great *John Madden Football*. Real players have been digitised for the game and all-star teams are featured in the team line ups. The pitch is seen from an angled overhead perspective, to give players a more realistic view of the area. Unfortunately, this release won't be making the most of the four-player tap, but it will have a two-player option.

BATTLETECH

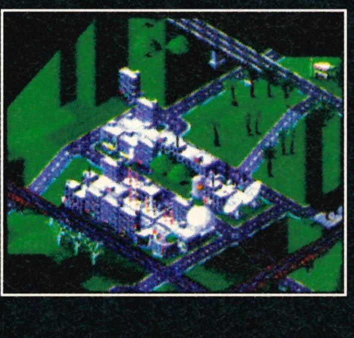
IMPORT ● OUT FEBRUARY '94 ● £TBA ● CD



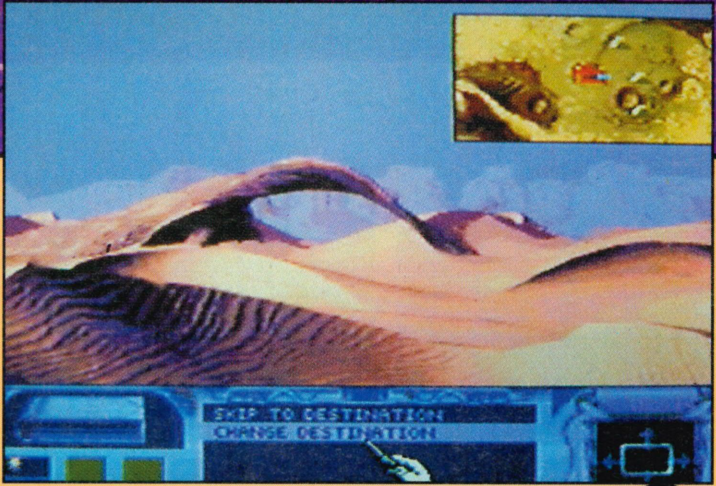
Battletech is a conversion from an RPG board game. Obviously, the action side has been spiced up a bit, but the gameplay structure remains the same. Based in the 28th century, Battle Mechs meet on rocky terrains to do each other in. If you're wondering what a Battle Mech is, well, it's a human-shaped armoured vehicle. Starting out as a rookie, you'll have to blast opponents to gain money for extra parts. There are 25 different missions in all and five different terrains to fight on. There's also a two-player mode where human opponents can fight head to head. There are no plans for an official release, but if you're interested, see your local store.

THIRD WORLD WAR

IMPORT ● OUT DEC ● £TBA ● CD



This is a game with no morals whatsoever! Choose to lead one of 16 different countries, then plot your way to world domination. You control the chosen country's military, economic, foreign and domestic affairs, so you'll take the rap if it all goes wrong! Strategies are based on real world events and if you really can't handle being beaten, you could always nuke the rest of the world!



DUNE
VIRGIN ● NOVEMBER ● £TBA ● CD

MEGA CD

Dune has already been released for the PC and Amiga, and the forthcoming Mega-CD release will be identical to the computer versions. The graphics and sound have been enhanced for the Mega-CD hardware, so expect to see some of the best graphics on the machine to date. The adventure follows the film story line down to the last detail. As Paul, son of Duke Leto Atreides, your goal is to gain control of the planet Dune from the Harkonnens. The two families have been enemies since the year dot, but the Harkonnens are ultimately more powerful. The only way they can be defeated is by joining forces with the Freman, the original inhabitants of the planet. They have only one wish and that's to see the beginning of an eco-system in their world. If Paul can persuade them that he is the great leader who will bring them both freedom and life, they may just side with him.

Gameplay focuses on a traditional RPG, but this will definitely be more interactive than adventure games of the past. Live actors are used to play parts in the game, original film shots have been used and real conversations can be struck up. Look out for it in November. The computer versions were a huge success and this should be one of the best adventures to date if it uses the Mega-CD's advanced capabilities.

BLADES OF VENGEANCE
EA ● NOVEMBER ● £39.99 ● 8Mbit

MEGA DRIVE



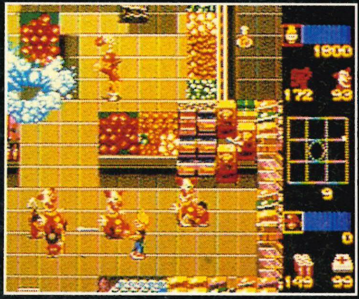
Set in fantasy surroundings, this is the latest platform shoot-'em-up from EA. Choose one of three characters and use them to defeat the evil Shadowlord. However, he won't appear until the last level of the game, so you'll have to destroy vampires, medusas and zombies if you want to keep occupied. Spells can also be cast on enemies and these can be picked up within the levels.

Although the game has a fantasy theme, it plays in real time. This means that different monsters will appear at different times of the day. There's also a simultaneous two-player option so you can team up with a friend for a major blasting session!



ZOMBIES ATE MY NEIGHBOURS
KONAMI ● NOVEMBER ● £39.99 ● 8Mbit

MEGA DRIVE

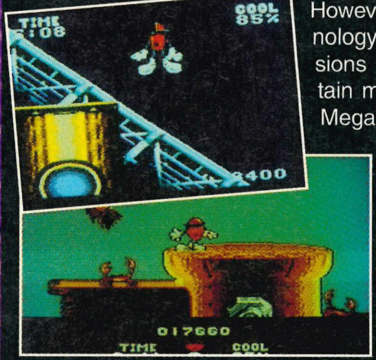


Two American teenagers have discovered something very strange in their neighbourhood. The whole area has been overtaken by zombies! The inhabitants of the town have either been eaten or fled and it's up to the two guys to clean up the neighbourhood. Set in a classic shoot-'em-up environment, (similar to *Gauntlet*), it also has extremely humorous overtones. Look out for it in November, it should be good.

COOL SPOT
VIRGIN ● OUT OCTOBER ● £32.99 ● 4Mbit

MASTER SYSTEM GAME GEAR

Cool Spot has been out on the Mega Drive for a fair while now, but it's still being developed for the 8-bit Sega systems. However, the lack of memory size or technology shouldn't mean that the 8-bit versions will be any worse. In fact, they contain many graphics taken directly from the Mega Drive original with no less than eight levels and seven bonus stages! The MS version should follow in the footsteps of other excellent Master System games released recently and goes to show there's still life in the 8-bit consoles yet! *Cool Spot* 8-bit may not display all the polish of its big brother version, but it will have all the playability that the original is reknowned for. All Sega 8-bit console owners will soon be tempted to help Spot collect cool tokens, while blasting baddies with lemonade fizz. This light-hearted summer release should put a sparkle back into the Sega systems, but it won't be heading for the beach until October at the earliest.



CRASH DUMMIES
ACCLAIM ● DECEMBER ● £39.99 ● 8Mbit

MEGA DRIVE



They're back! After a rather ill-fated debut on the Master System and Game Gear, the Crash Dummies went into hibernation. The programmers went back to work on the release and have made many drastic changes to the game's appearance. The basic story remains the same, though: you must guide the Crash Dummies through a week of stunt training. It's undecided how many levels will be included in the game, but it will definitely have more stunts than the 8-bit versions. Although the concept of the Crash Dummies is fairly humorous, it's yet to be seen whether they can really make an impact on the Mega Drive.

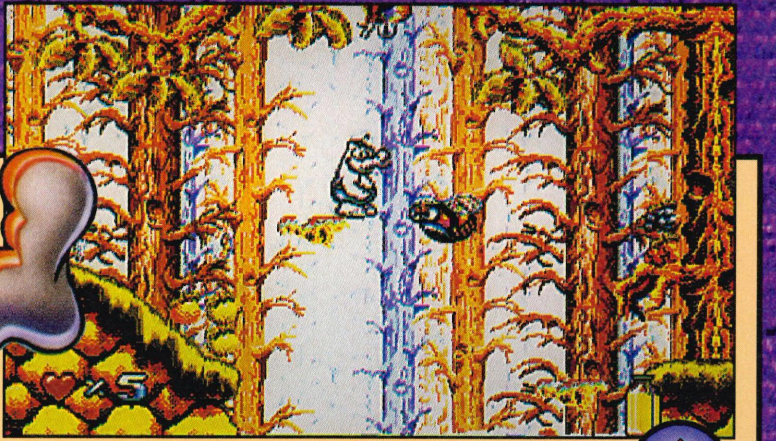
BUBBA 'N' STIX
CORE ● JANUARY ● £39.99 ● 8Mbit

MEGA DRIVE

This is due for release on both the Mega Drive and the Mega-CD in early 1994. Bubba is an average kid who just happens to be kidnapped by aliens. They are collecting a sample of every species on Earth and Bubba is their human sample! He's not too happy, so with the help of friendly alien, Stix, he devises an escape plan. The aliens are hot on his trail, though, and are determined to make him the number one exhibit in their alien zoo.



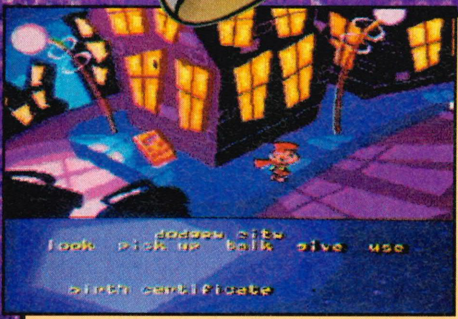




THE OTTIFANTS

SEGA ● OUT OCTOBER ● £29.99 ● 2Mbit — MASTER SYSTEM

If you thought that most of Sega's games came from America or Japan, think again! *Ottifant* is the first game ever to be developed by Sega of Germany. It's not your run of the mill release either. Developed by German comedian Otto Waalkes, it features a strange elephant-like animal known as Ottifant. Ottifant's father has been kidnapped by aliens, so off he goes in search of his dad. Throughout the six levels, you'll have to battle with rubber elephants and killer robots. However Ottifant is equipped with a magic cape and can conduct a variety of bizarre spells. This is due to be released on Mega Drive and Game Gear in the same month, so look out for it.



COSMIC SPACEHEAD

CODEMASTERS ● OUT NOVEMBER ● £39.99 ● 8Mbit — MEGA DRIVE

Cosmic Spacehead is the wildest alien tourist ever to grace our planet. His task is to prove to the planet Linoleum that the Earth exists. To do this, he must travel the planet taking photographic evidence.

This is an interactive arcade adventure that stops in many locations other than planet Earth. Cosmic will have to visit a space station, the planet Linoleum, and Detroitica to stop a workers' revolution from getting out of hand!

Each destination is split into a number of smaller play areas, where Cosmic can manipulate and use different objects. He can also talk to different characters along the way. Cosmic is also controlled by a number of commands such as move, look, examine and use, which adds to the interactive feel of the adventure.

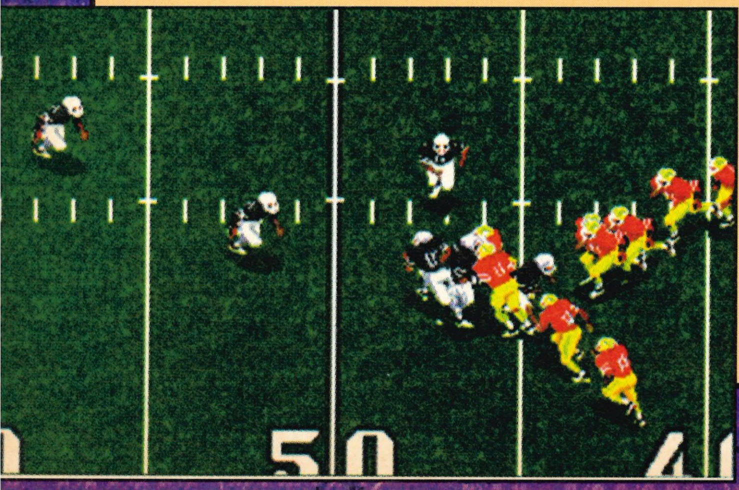




In addition to having a main mission, there are 32 sub-games to complete. Astro-car racing is just one of these and if finished, Cosmic will win extra money for his holiday. Graphics are cartoony throughout and have a unique blend of puzzle and arcade elements. Look out for the review next issue.

JOE MONTANA'S NFL FOOTBALL

IMPORT ● OUT DEC ● £TBA ● CD — MEGA CD



Joe Montana is a bit of a veteran when it comes to football. He's already made two appearances on the Mega Drive and he's back for more with an all new CD version. Most of the gameplay appearance remains the same as the cart versions, but the player's view has been changed. This time, a 3D perspective is on the cards.

Joe Montana appears in digitised form from time to time and can be called on for game hints and advice. Although the Montana series has been hugely successful in this country, it's not been confirmed whether it will be released officially over here.

BUBBLE AND SQUEAK

IMPORT ● OUT NOVEMBER ● £39.99 ● 8Mbit — MEGA DRIVE



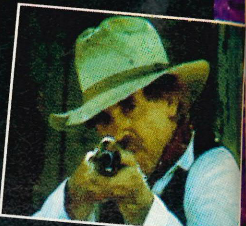


Bubble is a young boy who is obsessed with bubble gum. He's constantly followed around by a blue alien named Squeak. Unfortunately, Squeak has been entrusted to Bubble, so it's up to you to make sure they stay out of trouble.

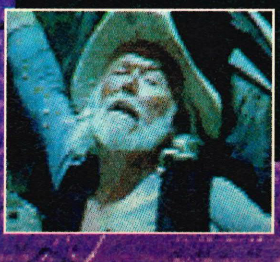
Help the pair collect enough gum for the biggest bubble blowing battle you've ever seen!

MAD DOG McREE

IMPORT ● OUT DEC ● £TBA ● CD — MEGA CD

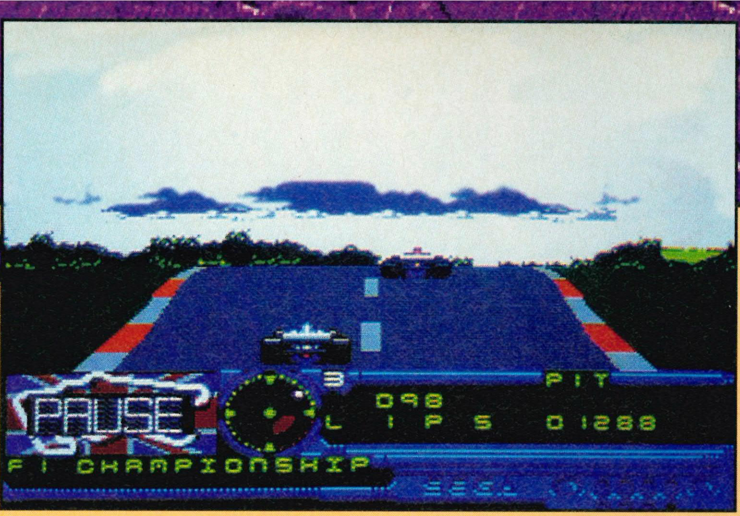


Outlaw Mad Dog McRee and his mates have taken over a wild west town. They've locked the sheriff in jail and have gone on a bender, drinking the saloon dry and causing havoc wherever they go. You are a stranger to town, but according to the townspeople you're the best marksman in the business. You must shoot all of McRee's men and rescue hostages taken around the town. If you're good enough, you may even get to see old McRee himself. It's not been confirmed whether this will use the Menacer, but since it was originally used with a laser gun, it's a high possibility.



PREVIEWS

F1
DOMARK ● OUT NOVEMBER ● £32.99 ● 4Mbit

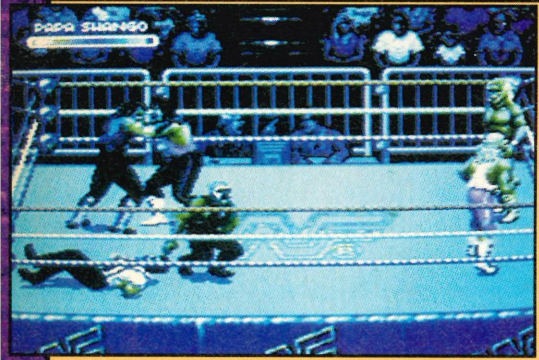


The Mega Drive version was reviewed a couple of months ago, but the Master System and Game Gear versions of *F1* are still under development. However, both versions are hoping to bring some new elements into the traditional racing sim. As well as being incredibly fast, the title features real racing drivers, real teams and real racing tracks. Hills and tunnels have also been included, which is the first time this has been attempted on either of the machines.



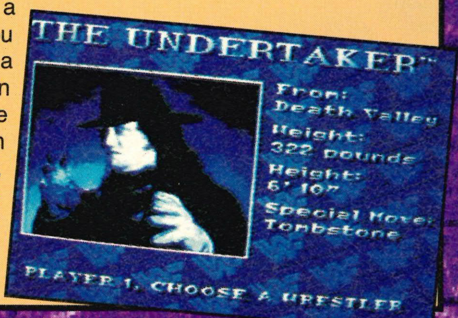
To make the simulation even more realistic, Domark have also incorporated pit stops and varying weather conditions. If you're feeling really competitive, you could always have a go at their two-player split-screen option. So far, this has only been attempted on the doomed *GP Rider*, so Master System owners will be in for a real treat. For Game Gear owners, this is played via a Gear-to-Gear option. With so many different options, this could be one of the best releases this autumn.

WWF ROYAL RUMBLE
ACCLAIM ● OUT NOVEMBER ● £49.99 ● 16Mbit



Shut up and get in the ring! The guys from the World Wrestling Federation are back! This time they want you to join in their Royal Rumble (sounds a bit dodgy to me). If you're unfamiliar with Hogan and the rest of the boys, a Royal Rumble involves all the wrestlers getting in to one ring. They then beat each other up and the one left standing is the winner. That's about all there is to it really.

If you don't fancy a bit of a rumble, you could always enter a one-on-one bout. If you don't fancy that, there's an option to play in either a tag-team or triple-team match. Although this doesn't use the four-player tap, two players can play on the same side or against each other in a head-to-head. Although the Rumble may be a new option, this sounds very similar to previous WWF games. However fans are bound to love it and if you've got a warped sense of humour, you might love it too!



MICRO MACHINES
CODEMASTERS ● OUT OCTOBER ● £32.99 ● 4Mbit

Micro Machines was the game that put Codemasters on the games playing map and since then, they've enjoyed huge success. The Codies have always been dedicated to the 8-bit computer market and will shortly be releasing *Micro Machines* on the Master System and Game Gear. On both formats, it can be played in either one or two-player mode (using the Gear-link on the handheld) and offers over 27 levels of gameplay. Races take place in many different places, from the bedroom to the bathroom and each player controls a miniature racing car.



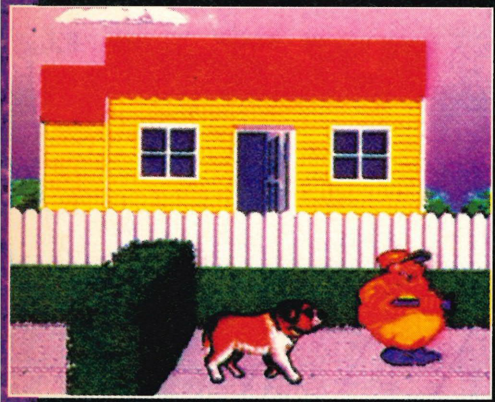
MY PAINT
IMPORT ● OUT OCTOBER ● £39.99 ● CD

We've seen *Art Alive* on the Mega Drive and although it was fun, the lack of a save option rendered it useless. *My Paint* is more of a general family title that either allows you to draw and paint your own pictures or colour in a screen from a library of pre-drawn pictures. This is obviously aimed at a younger audience and the only action you'll find will come from your own paint brush. Nice idea, but there's one serious flaw: even if you can save the paintings, what are you going to do with them after that?



BEETHOVEN
IMPORT ● OUT OCTOBER ● £39.99 ● 8Mbit

Apparently in America, Beethoven the St Bernard is a superstar! He's already been in his own movie and now he stars in his very own game. Beethoven and his wife, Missy have just had children. Now, as you can imagine, they're very difficult to take care of. They've all managed to wander off and Beethoven has to get them back before Missy finds out. The two-player option sounds promising, but whether it features simultaneous play hasn't been disclosed.



This is another game aimed at a younger audience, with the emphasis on learning more than action.

SPEEDWAY PRO CHALLENGE
IMPORT ● OUT OCTOBER ● £39.99 ● 8Mbit

Rennovation may have concentrated their main efforts on converting old laser games lately, but they have got a few more titles up their sleeve. *Speedway Pro Challenge* puts you ion the seat of a Grand Prix racer. Set to challenge *F1* for the number one spot in America, it features fast and furious gameplay. All the usual racing options have been included and its two-player split-screen mode will definitely please the racing fans, but it's unlikely to be released officially.



pro FEATURE

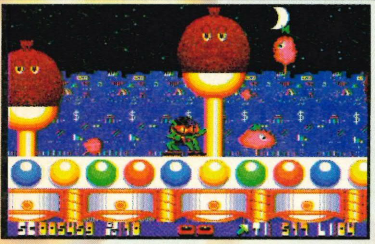


ZOOL

NINJA OF THE "Nth" DIMENSION

Zool is a relative newcomer to the video games world, but he's certainly made a massive impact in the last year. After being released on the Amiga last Autumn, he rocketed into the number one position of the game charts and became one of the best selling games of the year.

Work has already begun on _Zool 2_, but the original is set to be released on the Mega Drive in November. The hype for it has already started and even at this early stage, people are hailing Zool as the new console hero. Sam "urai" Hickman visited Zool's creators, Gremlin Graphics to see just what the hero from outer space has to offer.



The game gets stranger as you go along! Here we have some lethal sticks of candy floss!

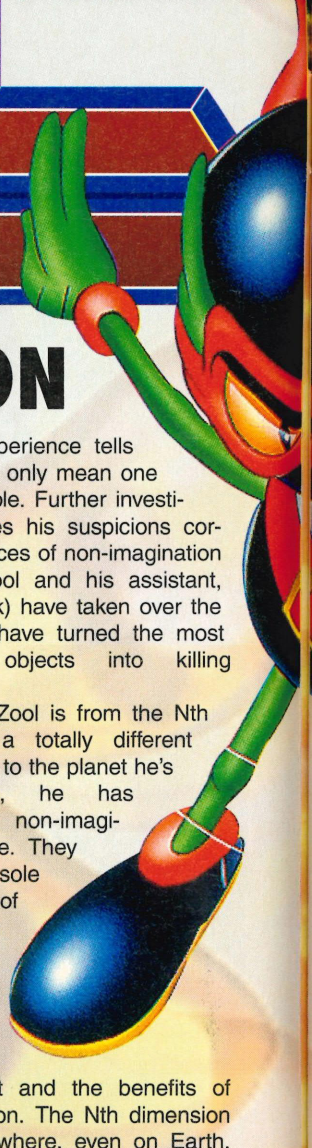
Gremlin Graphics are a well-established software house, but they've only just started to develop games for Sega consoles. Their first release features their most successful and flagship character, *Zool*. This streetwise alien from the Nth dimension out sold other games by four-to-one when it was first released in September 1992. It's still selling as we speak. The Mega Drive version hits the shops in November and as it's practically identical to the Amiga version, it should be just as huge a success on cartridge as it was on disk.



This rubber duck is out to cause major grief for Zool, so he'll have to get out of the bath pretty quickly.

Zool is an alien space traveller. He's a strange character to say the least. Looking slightly similar to a small ant, but with the attitude of a super star, this alien being means business. Help him and he'll be your friend for ever. Cross him and you'll be wishing you'd never been born!

Zool's job is to travel through intergalactic space, spreading positive thoughts and encouraging free use of imagination. During one of his extra special missions through deepest space, he encounters a few engine troubles. His spaceship goes out of control and he is forced to land on an unknown planet in a strange galaxy. Previous experience tells him this can only mean one thing – trouble. Further investigation proves his suspicions correct. The forces of non-imagination (namely Krool and his assistant, Mental Block) have taken over the planet and have turned the most inanimate objects into killing machines.

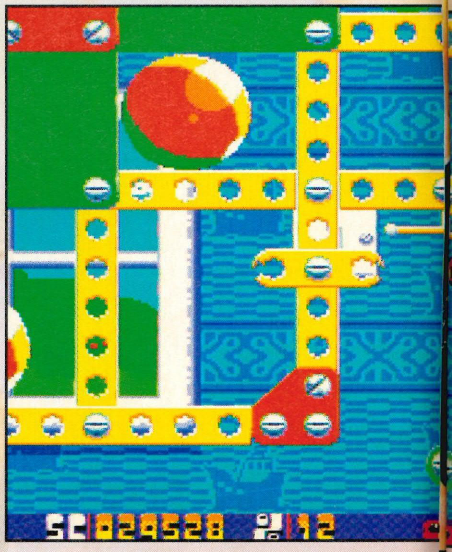


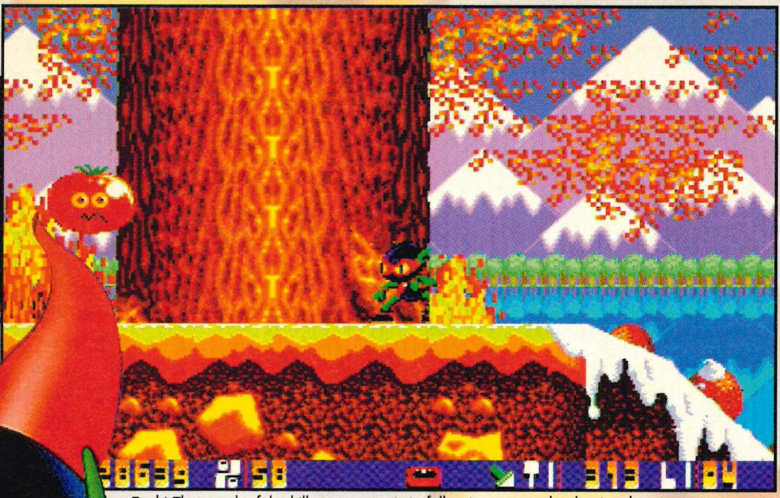
Although Zool is from the Nth dimension, a totally different environment to the planet he's landed on, he has encountered non-imagination before. They are the sole enemies of the Nth dimension, who promote the power of creativity, free thought and the benefits of positive action. The Nth dimension exists everywhere, even on Earth, and is always under attack from the





Flying gooseberries are one of Zool's biggest problems. Even if he zaps them, they keep coming back!

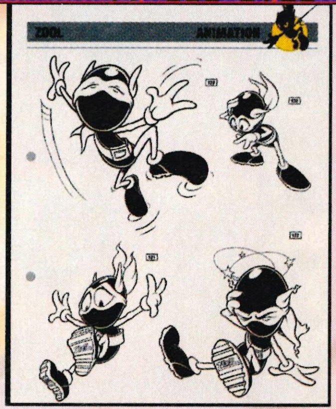




Eeek! The attack of the killer tomatoes is in full swing, or maybe they're cherries!? Hard to tell really, but whatever they are, they're going to give Zool a run for his money. The same goes for the giant carrots later on in the level.







non-imaginations. They seek to destroy any form of free thought and unless Zool stops them, they will succeed.

Unfortunately Zool's spaceship has sunk, so he's stuck on the planet. To leave the world, he'll have to battle with the forces of evil and restore the planet back to its usual self. Difficult, to say the least! To make matters even trickier, Krool and his cronies have the ability to change into any object they desire. This means that in each level, the most innocent objects can turn out to be lethal killers. If each level isn't completed in a certain time, Zool will fail his mission and the Nth dimension will cease to exist!

However, Zool isn't totally alone in his struggle against the darker forces. His female equivalent Zooz will appear from time to time. She will mimic all of Zool's activities, helping him eradicate any enemies.

To destroy all traces of non-imagination, Zool will have to battle his way through seven totally psychedelic levels. His adventure begins in the Sweet World and is followed by the Music World, the Tool World, the Fruit World, the Shoot-'em-up World, the Fun Fair World and the Toy World.



A GREMLIN IN THE WORKS

The guys at Gremlin are a busy little lot, but after a lot of persuasion and a few beers, they managed to answer a few of our questions!

Did you ever think *Zool* would be the success it has been?
Seeing the product through development, we knew that *Zool* would be an outstanding game. Zool is more than just a game character. He's now a Ninja in his own right and is soon to launch his own merchandise. Although we expected *Zool* to be one of our most successful games, we were slightly surprised at how successful it has been.

How long has the conversion from Amiga to Mega Drive taken?
All said and done, it's taken nine months.

In your opinion, which of the two versions is better?
Although *Zool* is the best game on the Amiga, we do feel that the Mega Drive version is better. We now have more experience in designing maps and the graphics have been improved. There is a fine line between making a game better and making change just for the sake of it. Therefore, the Mega Drive version is bigger, but the gameplay is in line with the original.

Has a sequel to *Zool* been planned for the Mega Drive?
Zool 2 will be released on the Amiga in November, but we've no plans for a Mega Drive sequel at the moment. We're going to wait and see how successful it is and then decide.

Zool is primarily designed for the Amiga. Why will it appeal to Sega owners?
After the Amiga release, we were immediately asked for a console version. Since then, we have worked on a Mega Drive release. *Zool* is an instantly recognisable character and there are exceptional graphics on all versions.

What changes had to be made for the Master System and Game Gear versions?
Both have fewer levels and the graphics have been altered. Gameplay has also been changes to make a more puzzle oriented adventure.

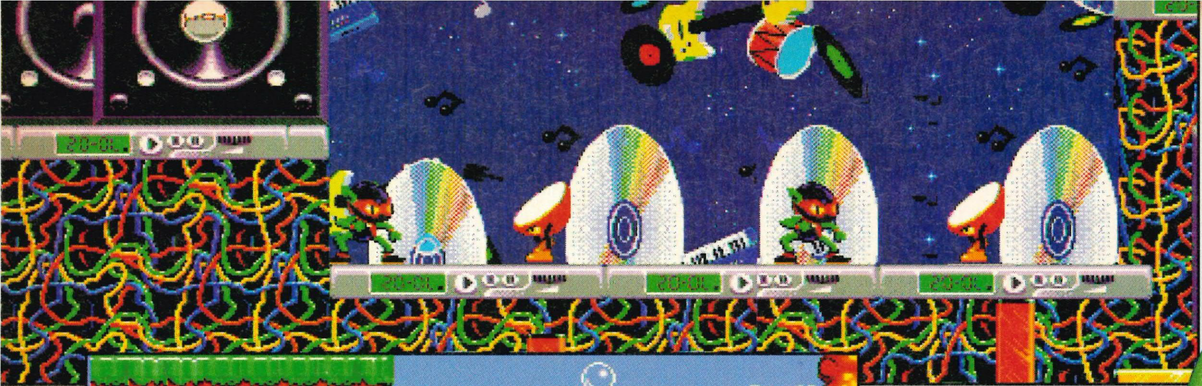
Any plans to release a version on the Mega-CD?
No comment (that means yes!)

PROFILE



Name:	Paul Glossop
Age:	29
Job:	Project Manager
Lives in:	Sunny Sheffield
Fave Food:	Birds Eye frozen meals in a giant Yorkshire Pudding.
Fave Music:	Anything with a good beat and loads of bass.
Fave clothing:	Jeans
Big break:	Being born
Fave person:	Wilson out of Dad's Army.
Fave Game:	Super Mario Land









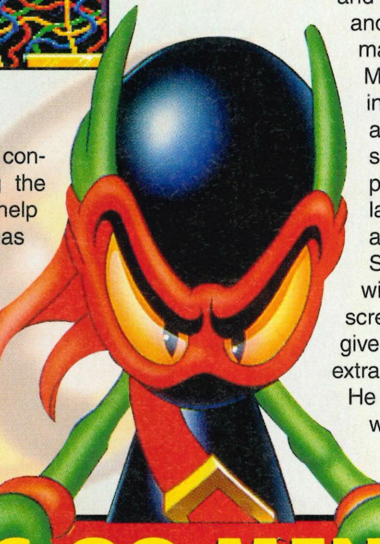
Aah! Monster bees with liquorice allsort wings! These guys mean business too – if you don't dispose of them immediately, they follow you through the level. Kind of like bees in real life, I suppose!



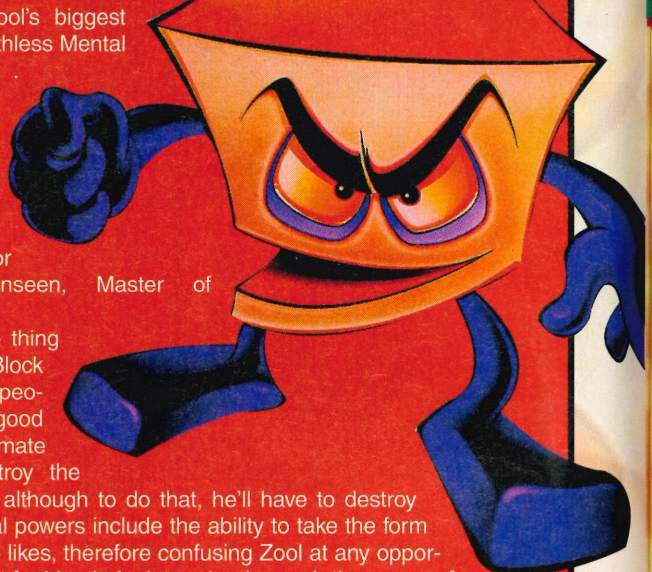
When Zool's not worrying about saving the Nth dimension he often gets some piano practise in. However, being a small green alien, he can't use his fingers. Instead he has to jump on the key, producing some less than tuneful noises.

PROS

Zool is primarily concerned with saving the Nth dimension. To help the Nth force, he has trained for years to become an expert Ninja. This means that in addition to his extraordinary fighting powers, he is also incredibly versatile. To get around each level, Zool has a variety of animated characterisations. He can punch, kick and shoot enemies and is able to use magic on them. Magic is picked up in a level and although it can't be selected, once picked up, it will last for a certain amount of time. Some spells will wipe all enemies off screen, others will give him a shield or extra jumping power. He can also cling to walls, monkey climb, run, slide and spin



LET'S GO MENTAL



Zool's biggest enemy is the ruthless Mental Block. Unfortunately, Mental dislikes anything that resembles fun, colour or life in any form. He works for Krool the Unseen, Master of Nothingness.

If there's one thing that Mental Block can't stand, it's people having a good time. His ultimate aim is to destroy the Nth dimension, although to do that, he'll have to destroy Zool. His special powers include the ability to take the form of any object he likes, therefore confusing Zool at any opportunity. Watch out for him, he's determined to curb the power of imagination at any cost.

PROFILE

Name	Mental Block
Favourite colour	Grey
Favourite sound	Silence
Favourite meal	Dry bread crusts and stale water.
Best friend	Nobody
Best Enemy	Zool
Favourite Hobby	Breaking things.
Quotable Quote	"Never mention the Nth dimension."
Ambition	To reduce the universe to nothing.

ZOOL

NINJA OF THE "Nth" DIMENSION



jump.

Zool also has a friend that can help him in his quest. She can't be controlled by the player, but she will copy Zool's actions. This means she can be used to kill enemies, although if she gets hit once she will disappear. Zooz can be found by jumping on the black and white Z pills littered around the levels.

Bonuses can be found in every level and range from extra lives to extra time and bomb pick ups. If you manage to get through each level and defeat the guardian at the end of the fourth stage, you'll be treated to a bonus stage. Here, Zool must navigate his spaceship through the planet, picking up bonuses and shooting Krool's cronies.

Graphically, Zool is very humorous and totally psychedelic! Each level has a theme, and that includes everything from the pick ups to the enemies!

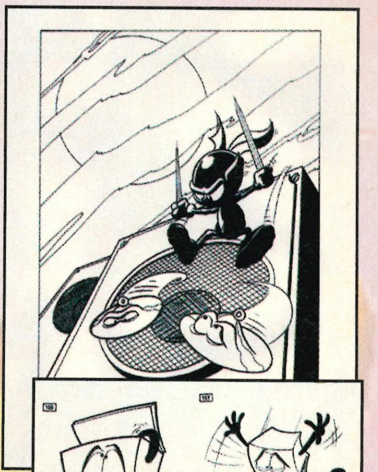
The adventure is also played at incredibly high speeds. Our little alien claims to be able to whip *Sonic The Hedgehog* any day and when you consider that Sonic is the fastest character on the Mega Drive, it's really a bold claim!

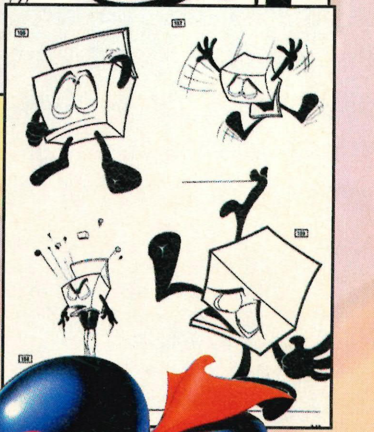


As mentioned before, when *Zool* was released on the Amiga, it was surrounded by an enormous amount of hype. Thankfully, the gameplay matched the publicity and the title was an instant success. The Mega Drive version is almost identical and has the same instant playability and addiction as the Amiga original. Although the two markets are considerably different, Gremlin have ensured that this is a character that will appeal to Sega console owners everywhere.

PROPLAY

Zool is basically a standard arcade adventure, but it's also much, much more. There are hundreds of levels, a massive variety of graphics and although the gameplay has the same style throughout, it doesn't have the monotony of many arcade releases. The controls are absolutely user friendly and with so much character animation, it's a joy to play. However, it's very hard to compare this release to other titles. In some ways, it's similar to *Sonic the Hedgehog*, as the object is to pick up high speeds through a level, collecting bonuses and defeating level guardians. However, *Zool* has much more depth. There is a wider gameplay area to explore and the graphics are certainly more fun!





Each of the seven worlds offer little challenge at first, although by the fourth stage of each level, action becomes totally chaotic! Beginners may find it a little difficult, but at least this is a game that you can get your teeth into. It's also big enough to keep more advanced players occupied Each time you play, you'll manage to progress a little further and this definitely adds to the addiction of the adventure.

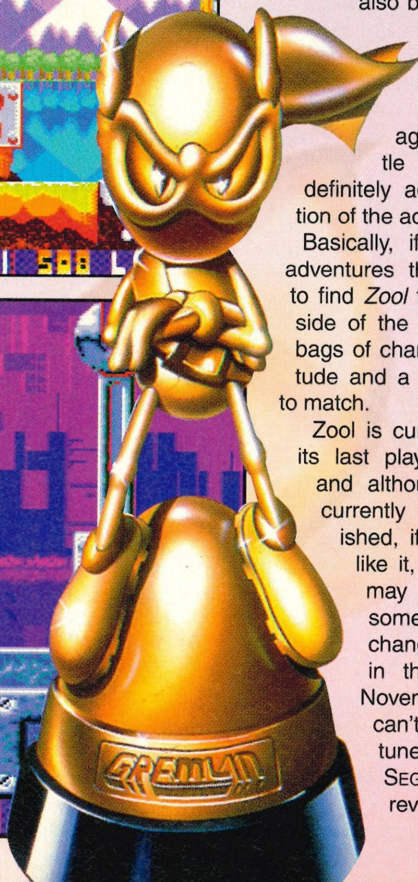
Basically, if you like arcade adventures then you're bound to find *Zool* the best thing this side of the cosmos! He's got bags of charisma, tons of attitude and a brilliant adventure to match.

Zool is currently undergoing its last play testing routines and although the game is currently considered finished, if the testers don't like it, the programmers may have to make some last minute changes. Look out for it in the shops around November, but if you can't wait until then, tune into next month's SEGAPRO for the full review!









MEGA DRIVE

ZOOL

GREMLIN ● £39.99 ● OUT NOV

CART SIZE 8Mbit
PLAYERS..............1
STAGES 21
SKILL LEVELS.........3
FEATURES .bonus stages
CONTACT

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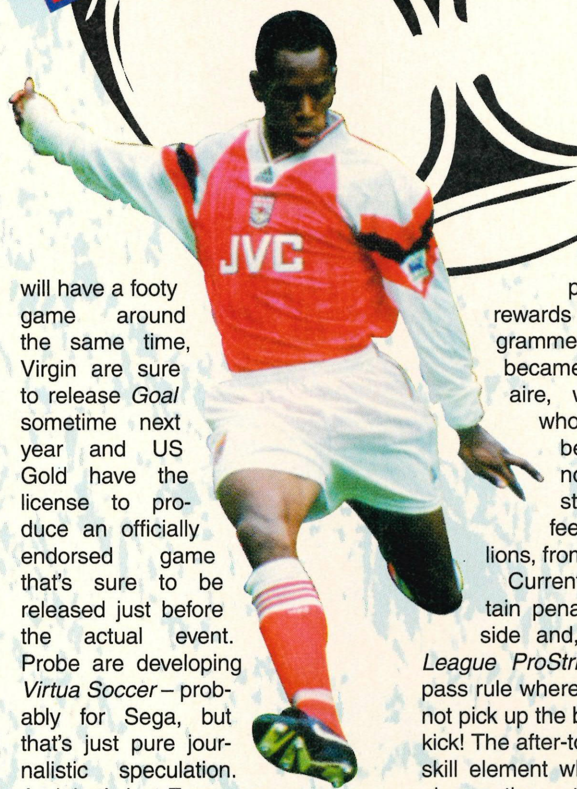


ACTION / STRATEGY

DONE / TO DO

ALIVE and KICKING

Mark "nutmeg" Hill evaluates the different football games on sale and takes a close look at the development which has led to the action on console becoming ever closer to that of the actual sport.



It wasn't until the mid-Eighties that one of the first realistic football games was launched. From there, the basic features set the foundations for many future releases. The game was *International Soccer* on the C64 and it used advanced techniques, such as horizontal scrolling, the nearest-the-ball select mode and also the revolutionary 8-way kick.

Since the humble days of these 8-way kick games, features have multiplied with new ideas bringing household football ever closer to the real game.

Such upgrades have not only been influenced by the philosophies of football, but mainly by the marketing wave that accompanies each major football event.



In many ways, the World Cup and European Championships have supplied the platform for the whole football development structure.

World Cup Italia '90 became a popular release following the Italian's four-week bonanza of flair and glamour. US Gold capitalised with their mediocre licence. But was that bad? How many games did its poor showing initiate because developers were sure that they could develop a better version? Erm, very few actually!

That's all changing now, of course. Europe has always been a strong football continent, but with the upsurge of the Japanese football league and World Cup '94, which the USA will host, the three largest Sega markets, namely Japan, USA and Europe, are now poised for a soccer onslaught. This time, though, because of the huge competition, and the ferocity of the critical press, most developers are striving to do it right!

Electronic Arts will release *EA Soccer* on the MD in December, while Sony plan a late November release of *Sensible Soccer* on all formats. These are the two hotly awaited titles, but there are many more. In November, Accolade will release *Pele*, while Acclaim are striving to find a licence for their footy game that's due out in the same month. Psygnosis will enter the fray in January 94, Codemasters will have a footy game around the same time, Virgin are sure to release *Goal* sometime next year and US Gold have the license to produce an officially endorsed game that's sure to be released just before the actual event. Probe are developing *Virtua Soccer* – probably for Sega, but that's just pure journalistic speculation. And that's just European developers. There's sure to be even more plans from the Japanese and American programmers.

IT'S WAR

As the football scene on console reaches fever pitch, it's interesting to see just how many additional options are now available to football enthusiasts.



During the Eighties, a game of footy on your 8-bit computer would take an age to load and would probably end up being fairly simple to play. Yet, from those days, more features and options have been constantly added to enhance the appeal, if not to make games more realistic. This has caused the development to become more competitive as companies strive to produce the biggest-selling product to date. The rewards are huge: The programmer of *Kick Off* soon became a one-hit millionaire, while the company who published it, Anco, became a one-hit phenomenon. They are still raking in licensing fees, running into millions, from the product.

Current releases now contain penalties, free kicks, offside and, in the case of *J League ProStriker*, even the back pass rule where the goalkeeper cannot pick up the ball from a defender's kick! The after-touch effect raised the skill element when *Kick Off* offered players the option to curl amazing shots around free kick walls and control the direction of swerve during free play. Players were given more variety with control over types of kick strengths and direction of shots. There's now a greater flexibility with plenty of play options that provide more control and a greater feel of satisfaction.

The two most recent releases, *J League ProStriker* release from Japan and Sega's *Ultimate Soccer*, include most of the soccer rules and features, though the two games vary in appeal and class. However, both make use of the Sega Tap with *Ultimate Soccer* supporting up to eight players simultaneously!

Like live football action, the game on console produces different patterns of play and becomes very competitive and challenging. Every time you pick up the joypad, you know you're in for a different game – and that's why football video games are so appealing.

A KICK IN THE PARK...

There are many different angles that have been used on football parks over the years. Here are those which have hit the Sega systems.



TOP-DOWN



The layout of the *J League* pitch is very similar to that of *Kick Off* except the view has depth so you get a closer look at the players' animated moves. Judging the height of the crossbar still poses a problem if you're playing down field, but when you attack the top goal it's great watching a free kick bend round the human wall, past the goalie and into the corner of the net. On the Mega Drive, *J League* is unique in its view, but *Ultimate Soccer* on the Master System adopts this angle instead of the less conventional 3-D view its Mega Drive counterpart has introduced.



Games which use this view: *Ultimate Soccer* (MS), *J League* (MD, shown)



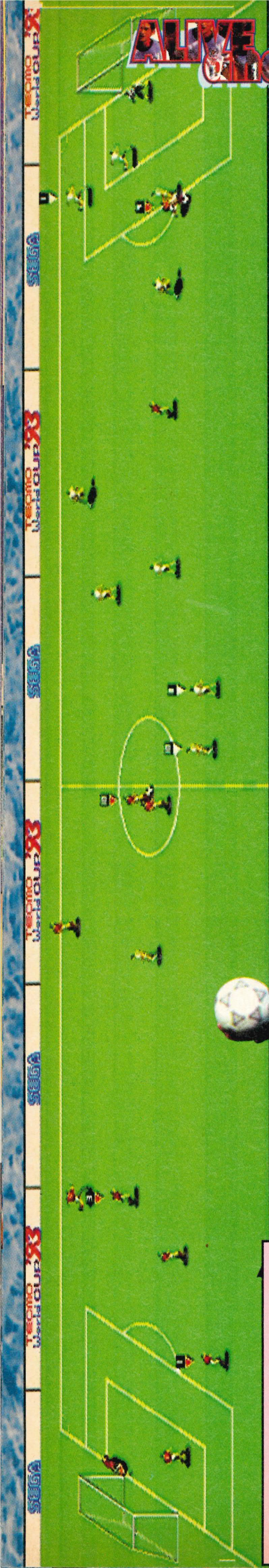




UP AND DOWN

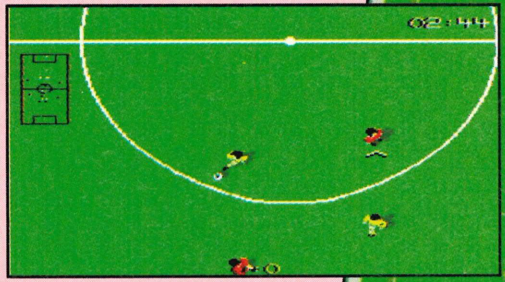
This adopts a very complex scaling system and the view suffers because of it. The scaling can give you a breath-taking sight of the goals and there are no less than three variations, although slight, in viewing angles. The perspective of the pitch is a half-way compromise between the first person view as found in *Super Soccer* (SNES) and the top view as in *Super Kick Off* (MD).

Games which use this view: *Ultimate Soccer* (MD, shown)



OVERHEAD

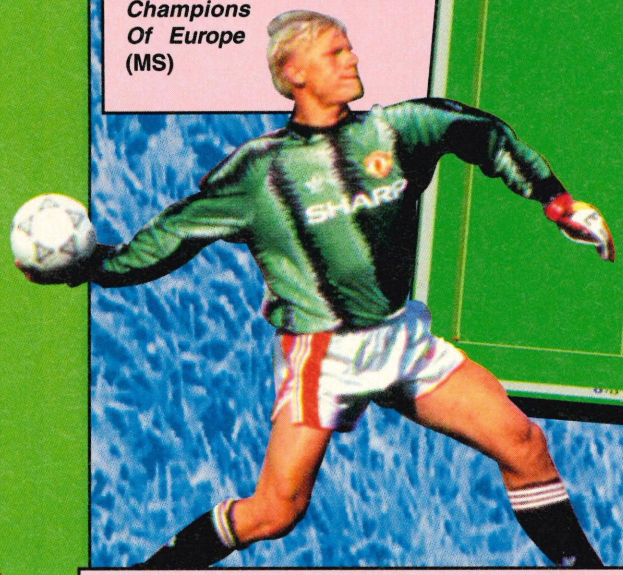
The overhead view was first used on the computer versions of *Kick Off* many years ago. It has become a popular view for arcade releases and was adopted for many of the first Sega footy games. The advantages are that the view is two-dimensional and it is easy to accustom yourself with the ball and player positions.



There shouldn't be a problem with missing the ball, but you could have problems finding your players unless the pitch map is used!

Games which use this view: *Super Kick Off* (MD+GG+MS, shown), *World Cup Italia '90* (MD+MS), *Champions Of Europe* (MS)





SIDE-ON

This kind of view has been used in the majority of past footy releases as the perspectives are very clear with the angle similar to that of a horizontally moving TV camera in the stands. Players can see the goal dimensions and have a good view of each player. The big advantage of a side-on pitch is that you can see where most of the players are. Titles such as *European Club Soccer* on the MD and *World Cup Soccer* on the GG use this view to good effect.

Games which use this view: *Tecmo World Cup '92/'93* (MD), *European Club Soccer* (MD), *World Cup Soccer* (GG), *Tecmo World Cup* (MS, shown)





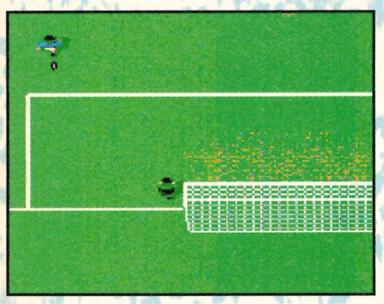
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MATCH OF THE DAY

So, how does the gameplay fair on current releases? At the end of the day, all we want to see a football game that's playable and realistic.
It's all right having desktop stats and TV techniques, such as replays and fading score updates, but these must work with the gameplay to have any significant effect. Here are the games that are currently on sale, although you may be hard pushed to find some of the older titles.

CHAMPIONS OF EUROPE MASTER SYSTEM 92%

Champions of Europe was released in 1992 to coincide with the European Championships when eight nations battled it out for the silver. Graphics during the intro sequences are of a high standard with the concept being very much like *Kick Off*. The fiddly player control is evident, although not too difficult to master, and after-touch provides extra skill.

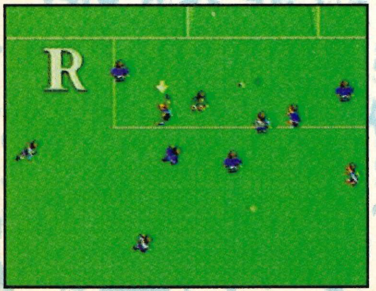


Champions Of Europe is THE football game for the Master System and nothing else has come close.

Speech bubbles from the players and referees add a nice touch to the drama while two-player matches enhance the play as the challenge becomes twice as interesting. Despite the limited options, gameplay is competitive and challenging.

SUPER KICK OFF MEGA DRIVE 83%

When *Kick Off* was released on the Amiga, the game became a classic as its unique control method and bucketful of options provided many



interested footy enthusiasts with a decent arcade game. The MD version includes the same informative and lively icon screens along with a smooth scrolling pitch and plenty of playing options such as free kicks, penalties and after-touch.

The dribbling is very frustrating as the ball doesn't stick to your feet. Although *Super Kick Off* has many credible features, there is still plenty of room for improvement.

SUPER KICK OFF MASTER SYSTEM 80%

Like the MD version, this has many options that stretch to the depths of different referees and random pitch conditions. The pitch is plain, yet displays the action suitably. The same frustration of *Kick Off* controls – ie balls not staying at the feet – is evident, but once mastered, the challenge is enhanced.





More than three sprites on screen tends to slow the action down a little, but this is a very basic and playable arcade interpretation of football that has all the options you'd expect to see in a real footy match. The after-touch increases the skill factor and the arrow icon selection boxes for corners only strengthen the strategic capabilities of *Super Kick Off*. Penalty shoot-outs can also be a lot of fun with the famous moving arrow that tests your reaction. This is a worthwhile footy sim despite the fact it takes a while to get into the action.

SUPER KICK OFF GAME GEAR 90%

Even the small screen version of *Super Kick Off* manages a two-player gear-link option so you can play against a friend. However, playing a big game on a small screen takes time to adjust to with frequent screen blurs and poor visibility. Sprites are tiny and thumbs could well be sore before you even get to grips with the controls.



Options are still as comprehensive as ever, though a few memory consuming screens have been left out. The absence of the scanner gives you a wide view of the whole screen that speeds up gameplay.

Super Kick Off was the first ever footy game on the Game Gear and is still the best today.

TECMO WORLD CUP' 93 MASTER SYSTEM 69%

The first disappointment about this release is the limited features. Okay, you can design your own kit and play teams with different strengths, but where are the free kicks and penalties?

The player sprites and game speed look promising initially. However, the sound pulls the ratings down with poor tunes and barely any sound effects. Scoring a goal is also a rare occurrence with luck often being behind a miscalculated shot that somehow made the back of the net.

Tecmo World Cup '93 has a longer life in two-player mode, otherwise



detailed sprites and fast gameplay are overshadowed by a poor atmosphere and lack of options.

TECMO WORLD CUP '92/ '93 MEGA DRIVE 59%

The arcade version was very successful with its dandy player sprites that move with aggression and speed. The scaling close-ups during corners, free kicks and goals are additional features only distract from the action. This Mega Drive conversion lacks any skilful elements with passing being just too easy and shooting only amounting to a floating ball that's merely hit at goal in one direction with no spin effects or change of speed.

Sprites are given a lively image that look original despite the simple



Has recently appeared on importt as the '93 version of the '92 original, but it's exactly the same game!

and thoughtless control methods. Two-player matches can be fun, but the pitch is too small and the content just too shabby and untidy.

ULTIMATE SOCCER MASTER SYSTEM 84%

With *Ultimate Soccer* arriving on both the MS and MD, it was interesting comparing the two. The MS version has many of the MD release's options though the scaling technique isn't one of these. Nevertheless, the overall gameplay can become fun and very flexible to play.

There are a few dodgy sprite problems and the controls take time to get to grips with. Once the dribbling

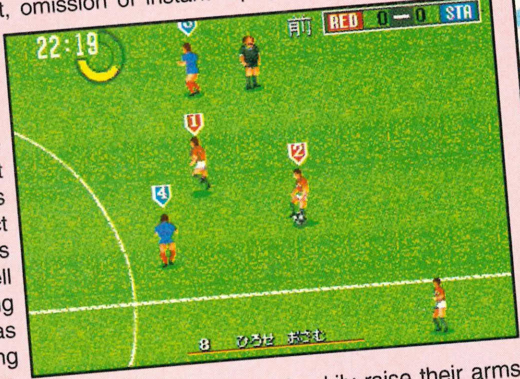


MAN OF THE MATCH

J LEAGUE PRO STRIKER — 90%
MEGA DRIVE

The realistic control method lies behind the success of this release. *J League ProStriker* is the best footy sim to date as the programmers have focused on player control and movement coupled with worthwhile competition in its multi-player game. The presentation doesn't have too many stats, but they are there.

The Japanese text, omission of instant replays and the odd crash here and there are the only aspects that let the game down. Everything else is perfect. The pitch is the right size, the ball moves with the correct weight, the players are animated well and perform daring moves such as headers, flying headers, volleys, over-head kicks, slide tackles and they even cheekily raise their arms to claim throw-ins!



Free-kicks, throw-ins, penalties, disciplinary cards, back passes, off-side and after-touch options further enhance the on-screen action. This is the closest translation of football yet, but the tournament and statistical options, while not bad, could be much better. Add the options of *EA Soccer* to the action in *J League* and you could have the best soccer game ever. We wait in hope, but it may take the skill of the Japanese programmers of *J League* to pull it off.

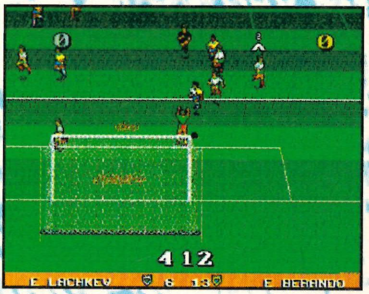
and passing is mastered, you'll have time to build up a style and learn to run past defenders with ease. Sliding tackles are often difficult to pull off, sprites don't move very well and the action is often a scrambled



and untidy affair, but the variety of options and an additional close up of the goal during penalties make this a worthwhile footy sim.

ULTIMATE SOCCER — 70%
MEGA DRIVE

This is one of the latest and biggest soccer games to hit the software scene. There are many options and the introduction of a new perspective adds originality. Options include even the finer, less important, aspects of football that aid the cosmetics. All the features of footy are neatly presented with only the gameplay letting the whole thing



Sega's *Ultimate Soccer* uses a completely different view that scrolls in and out of the screen.

down.

The scaling could have worked better if the visuals were not so flickery. The pitch tends to dazzle you with its heavy lawn stripes and players have poor animation when tackling each other.

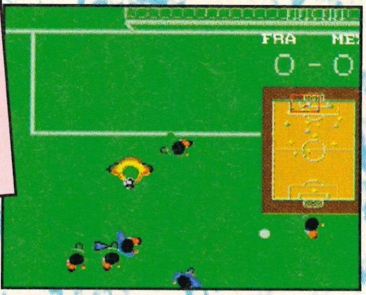
The up-down scaling perspective works well and the speed is fast, but the atmosphere is let down by poor sound and a dark and rather bare stadium. Although all the goods are here, they just don't deliver.

WORLD CUP ITALIA '90
MEGA DRIVE
62%

This World Cup endorsement originally received 80% when it was released, but the score has dropped because much better games are now available. It's limited control method is its main fault. Overhead views are badly presented and the sprites are unsuitably large with little animation or realism.

The Italia' 90 competition and lack of competition was, no doubt, a major reason why the cart sold by the bucket load then, but it's not up to today's standard.

Overall, the predictable stats for all the 1990 World Cup qualifying teams are included, but, as often is the case, there is no originality and the game pales into insignificance when compared to *Super*



Kick Off where the same pitch view is used to such a simple, yet credible, effect.

WORLD CUP ITALIA '90 — 77%
MASTER SYSTEM

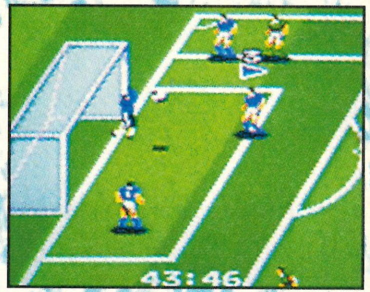
Using an overhead view, this MS version looks very simple with its table-top style. Controlling the players is a lot easier than in *Kick Off* as the ball sticks to players' feet, but this is very unrealistic. In general, there isn't much difference between this and the MD version, though, on the MD, the standard of graphics and sound should have been a heck of a lot better.



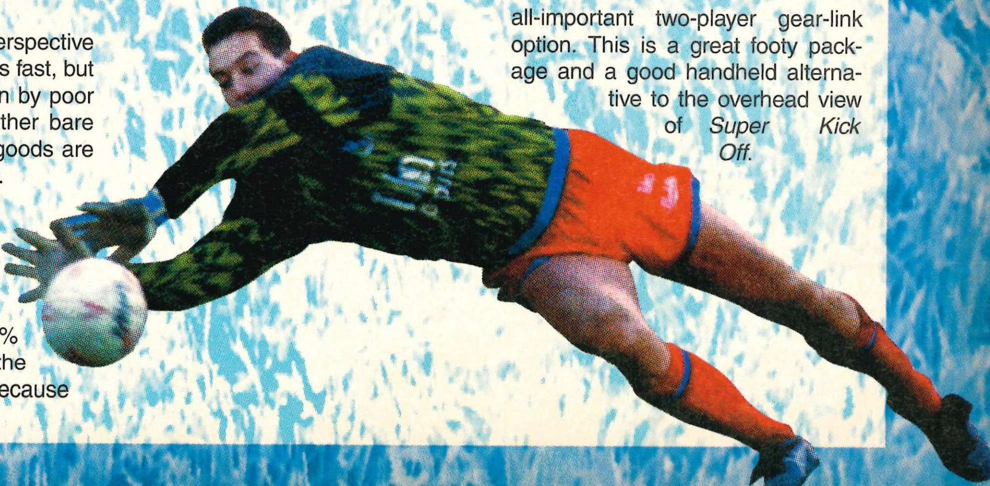
WORLD CUP SOCCER — 85%
GAME GEAR

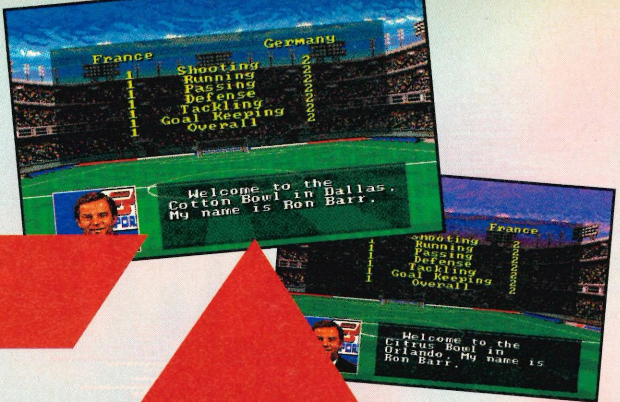
This second, and very recently released, GG footy game has superb intro screens that paint the World Cup picture to a tee. The game is the GG version of Tecmo World Cup on MS and MD with the same limited moves and a very easy passing system. Like *Tecmo*, the pitch is viewed from a TV camera angle and the pitch scrolls horizontally. The pitch is small when you compare it with the sprites, but the action can be absorbing and spectacular to watch. Goalkeepers move freely with realistic animation and the players can perform spectacular poses for overhead kicks, volleys, etc.

Penalty shoot-outs and a semi-management facility for building up skill points provide players with more challenge; not to mention the



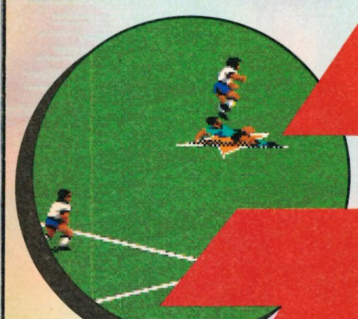
all-important two-player gear-link option. This is a great footy package and a good handheld alternative to the overhead view of *Super Kick Off*.







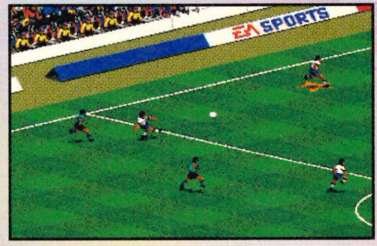
One of the best parts of the game is the fouls. Eat your heart out Vinny Jones!





The choice of six different formations gives you maximum control over your team.

EA SPORTS INTERNATIONAL SOCCER



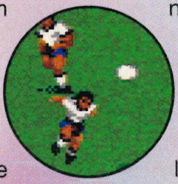
Carefully placed passing is the secret to good team work, as expertly demonstrated here.

WE ARE THE CHAMPIONS!

The leaders in sporting simulations, Electronic Arts, have surprisingly come up with what will hopefully be the best football game ever. Gone are the days of *J League* and in comes the new *EA Sports' International Soccer*. Jason "third place" Johnson, being a talented ex-county standard player, was first in line to visit EA Sports.

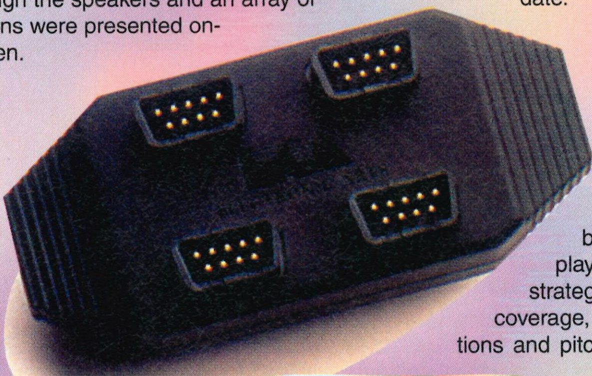
Electronic Arts are rated as one of the best software houses when it comes to American sports simulations. Classic games such as the NHLPA Hockey series and the John Madden releases certainly back this strong opinion. The World Cup '94 is fast approaching and football sims are the order of the day. Putting all of their resources together, including an excellent Canadian programming team, lead us to the assumption that they're working on something big.

Having played an earlier version of *EA Sports' International Soccer* about a month ago, I was fairly set in my ways about what to expect. Yes, it had a great looking isometric view, absolutely loads of options and an unequalled range of animated sequences, but it failed to match up to SegaPro's firm footy favourite *J League ProStriker*.



It came as somewhat of a surprise when the latest version, about 80% complete, was powered up. The Italian League music blasted through the speakers and an array of options were presented onscreen.

For starters, how about 40 international teams to choose from, each with real-life players, stats and playing abilities. Follow this up with vastly updated sound effects and a playability that puts it in a league of its own and you're way ahead of anything released to date.

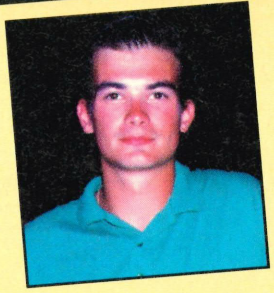


I challenged Matt Webster, Assistant Producer, to a head-to-head battle. The players, team strategies, team coverage, team formations and pitch conditions





PROFILE



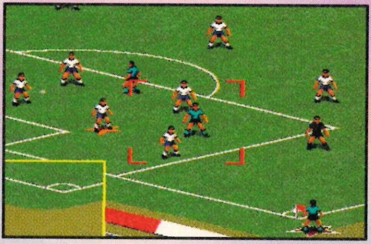
NAME: Matt Webster
AGE: 21
JOB DESCRIPTION: Associate Producer
LIVES: Windsor
WORKS: Langley
FAVE FILM: Aliens
FAVE CLOTHING: Jeans
FAVE MUSIC: U2
FAVE DRINK: Beck's Beer
BIG BREAK: Leaving school and joining EA.
CARTOLOGY: *Powermonger* (MD, M-CD), *Lotus Turbo Challenge* (MD), *Risky Woods* (MD), *Lotus Turbo Challenge II* (MD).
DISCOLOGY: *Birds of Prey* (Amiga, PC), *Powermonger* (PC, Mac), *Risky Woods* (PC, ST, Amiga), *Syndicate* (PC, Amiga), *Populous II* (Mac), *Powermonger WW1* (Amiga, ST), *Desert Strike* (Amiga).



Gooooa...Wow, what a save that was. A stunning shot pulled out of literally nowhere so nearly fooled the goal keeper, but those hands could stop anything. Even the roar of the crowd (believe me!) is stunningly turned into gasps of exasperation as the ball is stopped.

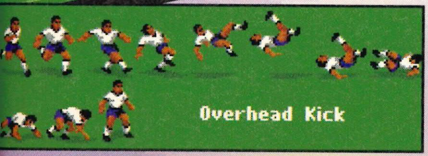
were selected. We kicked off and the crowd broke into song, roaring as the ball floated into the box. A loud 'Ahhhhhhh' echoed around the terraces, and the office, as Matt's shot went wide. For a change, goal kick-outs prove to be somewhat of a novelty as you guide a view-box to the centre of the pitch and release the ball in the chosen direction.

You really feel in control of where the ball is going, but not to such an extent that it's predetermined by the CPU. Each player has a personal set of attributes and abilities (not to mention matching skin and hair colour) that gives you more control over what you're doing. The simulation, helped along by a fatigue factor to effect the dying minutes, is unmatched. From these first few minutes on the latest version of *EA Soccer* it was plain to see that this is going to be hot!



Using the special cursor, control over corners is a complete doddle. You simply aim and fire.





PROS

The disappointing release of *Ultimate Soccer* has left football fanatics with little choice if they want a solid 90 minutes of football frenzy on their Mega Drive. *EA Sports' International Soccer* has been the subject of more than a years' hard work and, as the final release approaches, much work is being spent finding out what is likely to make the game a major success.

To begin with, football is one of the most popular sporting activities and there aren't any really good simulation games on the market. *J League ProStriker* isn't

SOCCER COACHING: THE WEBSTER WAY

Some people in life really do land on their feet and no-one has their size nines planted firmer than Matthew Webster, Associate Producer for *EA Sports' International Soccer*. Since leaving school, he has worked his way through the ranks at Electronic Arts and is now a key figure in their EA Sports program. Jason "many questions" Johnson dug deep to find out everything about what is shaping up to be the best football game ever.

Q Electronic Arts haven't produced what is seen as an English, rather than American, sports game before. Where did the idea originate from?

A The idea originated in the UK about a year ago. To start the ball rolling we had to write a script, which I was responsible for, and put everything in it that we wanted in the game. This script then had to be approved before work could begin. Fortunately, we had a programming team in Canada and so we went to them with the ideas and that's how it all started.

Q How was the game developed from the early days and what were your original concepts once the go ahead had been given?

A We had to decide what we wanted from the game. For starters, it was agreed that a 16Mbit cartridge would be used and that we'd really push for outstanding graphics and sound. What we also wanted to impress upon was the AI (Artificial Intelligence) of the game. The players in the teams had to play like their real life counterparts.

Q What outside influences altered the development team's ideas, for instance, research must have played a huge role in the early days?

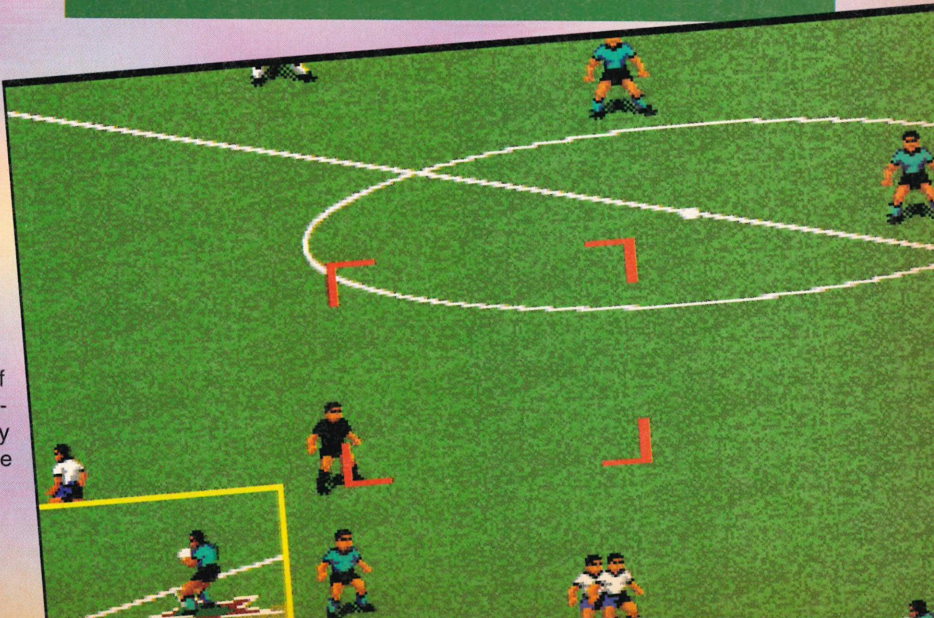
A Yes, we did a lot of research and mainly targeted soccer fans who regularly play video games. We used a total of eight focus groups, compared to the normal two, and that's only up until now. We discussed the concepts and general ideas with these people and, in doing so, we were able to discover what directions to take with the development. The biggest decision, by far, was which pitch view we would use.

Q So why did you choose to use an isometric view instead of the conventional John Madden and NHLPA Hockey angles?

A Well, it looks really cool and the realism gained is unmatched. If you are to watch a game of football on the television you'll notice that you're looking from a side-on angle, so this has to be the best way to play it on a video game. Another reason for the isometric view is that there's no advantage to playing up or down the field, unlike *Super Kick Off* and similarly viewed games.

Q What is going to make this better than any other football game on the market – bearing in mind that several major software companies have a footy game on their release schedules?

A There are around 16,000 attributes to the game and this includes absolutely hundreds of animated sequences, features and options. Of the 40 International teams every one will feature real-life players with personalised abilities, looks and passing skills. There are to be seven songs that the crowd can sing and you can select specific ones for your team, there'll even be a roar as the players approach the goal area. As we say, "If it's in the game, it's in the game."

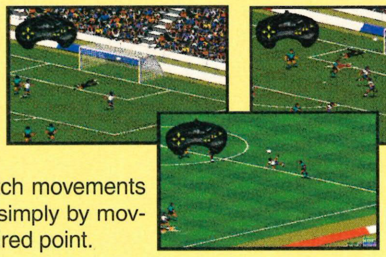


EA SPORTS
INTERNATIONAL SOCCER

THE CHOICE IS YOURS

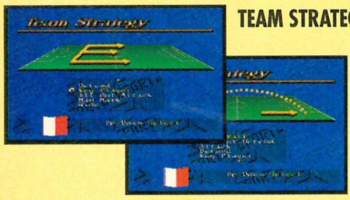
Football is a game of tactics, so no tactics – no game. *EA Sports' International Soccer* provides even the hardest enthusiasts with everything they could dream of. Here is a guide to the best of what you can expect from EA Sports' football frenzy.

INSTANT REPLAY



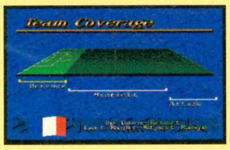
At any point in the game you can play-back the action to view your golden moment, or not as the case may be. To accompany this there is an option to watch movements of any particular player, simply by moving the cursor to the desired point.

TEAM STRATEGY



Choose how you're going to attack or defend with the Team Strategy select. All out attack, wide or defensive play are among the available options.

TEAM COVERAGE



How much of the pitch certain parts of your team can cover allows you to tighten your defence or let loose on the attack.

PLAYER SELECTION



Team players and their skill rating are displayed to allow you total control over their positions and suitability.

GAME SET-UP



If you want a wet pitch, you can have a wet pitch. Hot, dry or soggy are on the list of options, as is a wind factor.

TEAM FORMATION



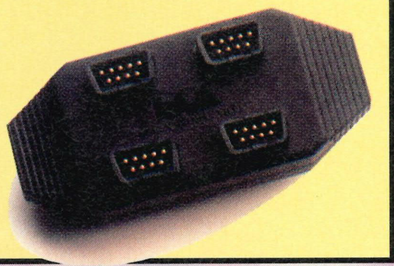
There are six different team formations to choose from and you can see how they work with the on-screen map.

END OF GAME STATS



Find out how well you performed with this concise guide to in-game statistics. Goals, fouls, saves and shots on goal are among the statistical data on view.

FOUR-WAY PLAY



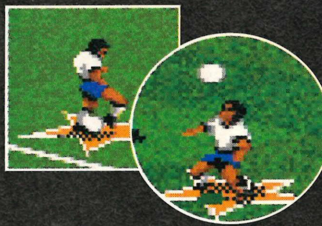
The best option of them all is possible with the Four-Way Play adapter. Plug in this compact add-on and you can play with or against three other friends.

going to be released officially (boo!) and there is a huge gap in the market for a really classy football game.

Not only have EA Sports taken on the task of coming up with a high class game, but they'll need to beat off the competition as World Cup '94 approaches and many major software companies working on football projects. *EA Sports' International Soccer* seems to be one of the best football games I have ever played and if this becomes a widespread opinion, it cannot fail to be a massive hit. To discover what helps make the game so good, take a look at the screen shots and read through the options available.

SPRITELY!

Each of the footballers will look like their real-life counterparts and will have similar skills!



PROPLAY

The real test for any football game comes when you play it, although the graphics and sound must be realistic the gameplay is all-important. *Super Kick Off* failed to provide players with realistic play and was the worst version on the Mega Drive. *J League ProStriker* plays like a dream, but one-player mode tended to leave room for improvement. Any other football sims just haven't made the mark. This is where *EA Sports' International Soccer* is different.

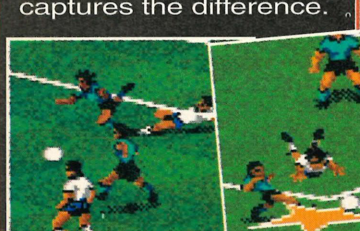
To start with the graphics are made up of over 2000 frames of animation and a realistic isometric view. It looks stunning and creates a real 'stadium' feeling as the crowd cheers, jeers and eggs their team on. There is an array of options to change the pitch conditions and team kits and finally the real player representation is not only in looks, but tactics and skills.

Controlling your players takes a little getting used to and finding the possible angles to score from is tricky. You can shoot from a long way out of the area and the goalies tend to miss the ball completely, but we were assured this is to be changed before the final release. Other than these slight problems the realism and tension are unmatched.



THIS ISN'T CRICKET!

Unlike cricket, football is a fast-paced, close-contact sport and *International Soccer* captures the difference.



MEGA DRIVE

EA SPORTS INTERNATIONAL SOCCER

EA SPORTS ● £44.99 ● OUT NOV

CART SIZE....16Mbit
PLAYERS 4
STAGES............n/a
SKILL LEVELS 1
FEATURES ....password
CONTACT
E A ✆ (0753)549442

ACTION / STRATEGY

DONE / TO DO


SWAP YOUR
GAME
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Fed up with sending your games to swap companies only to wait weeks or months for your chosen game to arrive - or worse still, receive nothing?
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These are just a few of what's on offer:
JUNGLE STRIKE
COOL SPOT
MICROMACHINES
FLASHBACK
BUBSY THE BOBCAT
TINY TOONS
MEGA-LO -MANIA
PGA TOUR GOLF II
SUPER KICK OFF
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Children under 18 must seek permission of the person responsible for paying the telephone bill before calling. Calls charged at 36p a minute at cheap rate and 48p per minute at all other times. Maximum possible cost of call £3.60. MegaDrive is a trademark of Sega Enterprises Ltd. We are not endorsed by or related to them.

PRO DATES

SEPTEMBER RELEASES

MASTER SYSTEM

THE ADDAMS FAMILY
ACCLAIM £32.99
This has already been a huge hit on the SNES and entertained gamesters everywhere. The MS version obviously won't be as sophisticated, but it should still be a brilliant adventure all the same.
NR

BART VS THE WORLD
ACCLAIM £32.99
The Simpsons have to be one of the most popular families around, so it's no surprise to see them back on the Master System. Help Bart take on the world and hey, don't have a cow man! NR

THE FLASH
SEGA £32.99
The Flash is yet another standard comic book hero, out to save the world in any way he can. This looks set to be a typical platform game, although the graphics are well above average for the Master System. NR

JAMES POND II
US GOLD £27.99
When James Pond discovers that Dr Maybe has planted six explosive penguins throughout the toy factory, he knows that he must go and destroy them. Otherwise, they'll be no toys for anyone come Christmas time. 92%



MORTAL KOMBAT
ACCLAIM £32.99
Mortal Monday is looming on the horizon and the hype for this beat-'em-up has already begun. The Master System may not have as many characters or moves as the Mega Drive version, but it's certainly got all the blood and gore! 93%

POWER STRIKE II
SEGA £32.99
When a young pilot is viciously shot down by Space Pirates, he is forced to spend many months in hospital recovering. Once healthy again, he swears to return to the skies to plot revenge on the ruthless pirates. 89%

ROBOCOP 3
ACCLAIM £32.99
When Robocop first hit the cinemas in the eighties, a nation shuddered in their seats. This was a cop with total attitude! Thankfully, Robocop retains all his attitude in his first adventure. Watch out, or he could be giving you 20 seconds to comply.
NR

SPIDER-MAN 2
ACCLAIM £32.99
Spidey has already made his second appearance on the Game Gear, even though it wasn't as good as the first episode. The Master System version will be similar to the Gear version, although some of the graphics will be different. NR

GAME GEAR

THE ADDAMS FAMILY
ACCLAIM £27.99
This creepy family keep themselves to themselves, but still the residents wan them out. Abigail Craven is the main ringleader and she'll stop at nothing to drive the family away. NR

AGASSI TENNIS
TECMAGIK £27.99
Andre has already made an impact on the Mega Drive a couple of months ago, but it's taken him all this time to arrive on the hand held. Will this effort prove to be as good as the Mega Drive version?
RV



BART VS THE WORLD
ACCLAIM £27.99
Last time we saw Bart he was battling against the space mutants. This time he's taking on the world! Help him succeed or it may be curtains for the Bartman. NR

DOUBLE DRAGON
VIRGIN £27.99
The Dragon brothers have never been very popular, but this episode could be their worst yet. More of the same beat-'em-up action, with the same tired graphics. 45%

JAMES BOND
DOMARK £27.99
Bond, James Bond, isn't even finished at the moment, but as it's practically identical to the MS version, Game Gear owners should be on for a treat. Help Bond defeat his arch enemy, Greypen and restore law and order to the world once again.
RV

JAMES POND II
US GOLD £29.99
James Pond is in his element when he's swimming about in the sea. However, this time he fancies a change of scene and decides to don a land suit. Unfortunately, he's discovered that Dr Maybe has infiltrated the toy factory again. RV

MORTAL KOMBAT
ACCLAIM £27.99
This is the first one-on-one beat-'em-up to appear on the Game Gear, but can portable systems handle the pressure. It seems so. The Game Gear version is almost identical to the Master System, although apparently it plays even better! RV

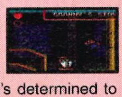
ROBOCOP 3
ACCLAIM £27.99
Robocop is the meanest, toughest cop in the business. If you don't stay on the right side of law and order, he'll blow you away in an instant!
NR

STRIDER II
US GOLD £27.99
The original *Strider* may be little more than a memory to most Sega fans, but he's back with a bang. This time, Strider must rescue the beautiful princess before she is killed by evil forces. NR



MEGA DRIVE

THE ADDAMS FAMILY
ACCLAIM £39.99
This spooky lot are about to be given a dose of their own medicine. Although the family keep themselves to themselves, the local neighbours aren't too keen on our ghoulish friends. She's determined to make them move away and has even captured the family in her latest attempt. RV



BART'S NIGHTMARE
ACCLAIM £39.99
One day, while Bart was supposed to be doing his homework, he fell into a deep sleep. He dreamt of losing his homework and turning into all of his worst nightmares. Help him get over his fears, or you could be trapped in dream world forever.
RV

BASEBALL 2020
EA £44.99
Baseball in the year 2020 may appear the same, but it has some very bizarre rules! For instance, the teams can be made up from a selection of human and mutant players. Bombs have also been planted around the pitch to add to the gameplay.
RV

DRACULA
PSYGNOSIS £39.99
Although there will be no sign of *Dracula* on the Mega-CD until November, expect to see the Mega Drive version in the shops by late September. As Harker, you must defeat the evil ghouls and shape up for a battle with the fanged one himself. 65%



GUNSTAR HEROES
SEGA £39.99
This futuristic shoot-'em-up is yet another adventure where good must defeat evil. Fortunately, when things get hairy, the Gunstar Heroes are always on hand to save the day. Although this is primarily a shoot-'em-up, many of the inter-level decisions are made through the throw of a dice. 87%

JAMES POND 3
EA £39.99
James Pond has already had two successful episodes on the Mega Drive, so it looks as if our fishy friend can't put a foot wrong. Join him in his third adventure, where he, once again, battles it out against the evil Dr Maybe. NR

MORTAL KOMBAT
ACCLAIM £49.99
Prepare yourself, the biggest beat-'em-up EVER is about to hit your Mega Drive. Never before has Sega's 16-bit seen so many decent one-on-one fighters at the same time!
93%



NHL HOCKEY '94
EA £44.99
EA have already produced two hockey sims for the Mega Drive and this release follows the same vein. New moves have been included and in this version you can even control the goal keeper. RV

JURASSIC PARK
SEGA £39.99
Jurassic Park has already beaten Last Action Hero at the box-office. However, on the console side it has no rivals. This is already out on import, so look out for the official version in a couple of weeks. It should be terrifyingly good! RV

PUGGSY
PSYGNOSIS £39.99
When Puggsy crash lands on an alien planet, he is scared witless. To make things worse, the inhabitants are less than friendly. They're all out to get him and unless he can use objects to get out the world, he'll be stuck there forever. NR

RANGER-X
SEGA £39.99
Unless someone can communicate with an alien cybernoid, he will succeed in taking over the world! Unfortunately no one can speak the cybernoid's language, so it was up to a psychic girl to predict its movements. However, the cybernoid kidnaps her, leaving it up to Ranger-X to perform the rescue. 92%

ROBOCOP 3
ACCLAIM £39.99
We've already seen this game in its development stages many months ago. It's shaping up well, so expect to see a hair raising adventure soon!
NR

ROCKET KNIGHT ADVENTURES
KONAMI £39.99
After releasing the brilliant *Tiny Toon Adventures*, Konami have followed it up with another excellent platformer. Follow Sparkster in his quest for all things good. 89%

SHINOBI III
SEGA £39.99
Although this may seem like an old game (we reviewed it in SEGAPRO #17) it still hasn't been released yet. It carries the same theme as previous *Shinobi* episodes, though, so expect more traditional beat-'em-up ninja action. RV

ULTIMATE SOCCER
SEGA £39.99
Sega have never been ones to release many sports titles and *Ultimate Soccer* is their first in-house official sports' game. Utilising the four-player tap, it hopes to beat the pants off all other football sims. 70%

WIMBLEDON
SEGA £39.99
The tennis season will be almost finished by the time this hits the streets, but there's always an abundance of tennis sim fans. This has all the usual tennis options and even has some speech samples too. Check out the review this issue for a full low-down. RV

MEGA CD

BATMAN RETURNS
SEGA £39.99
Batman may have been dire on every other format, but the CD version is brilliant! Although the platform levels are similar to previous versions, this is worth buying for the driving sections alone! 86%

INXS: MAKE MY VIDEO
SEGA £39.99
If you fancy Michael Hutchence or are a big fan of INXS, you'll love this. However, unless you fancy wasting forty quid editing Michael Hutchence's work for him, you won't find it much fun. 57%

SHERLOCK HOLMES 2
SEGA £39.99
The first *Sherlock Holmes* was a huge success on the CD as it gave gamers something they'd never seen before. The second episode is much the same as the first, but it should still give fans something to shout about. 79%

WONDERDOG
JVC £39.99
Although this was released a long time ago on import, it's still to be released officially in the UK. Wonderdog is stranded alone on a strange planet and without anyone to help him, he's left to find his own way. 82%

Codes:
NR – Not Reviewed (yet!)
RV – Reviewed in this issue

This is the only magazine that's brings you news of ALL releases over the next two months. Cast your eyes over this little lot and decide for yourself which games are worth buying.

Although these pages contain all releases that are correct when we go to press, don't forget that many games are delayed. This means that certain games won't appear when we've said they will. However, most releases are only delayed by a month at the most, so don't panic!

OCTOBER RELEASES

MASTER SYSTEM

COOL SPOT
VIRGIN £32.99
The coolest dude around is about to hit the Master System! This little round dot really knows how to make the best of his time and spends his life on the beach. Lucky blighter. NR

CHUCK 2: SON OF CHUCK
CORE £32.99
When Chuck goes missing his baby son, Eve, knows who the culprit is. Gary Critter is up to his old tricks again and is holding Chuck captive somewhere deep in the jungle. He sets off into the jungle on a mission most kids wouldn't even dream of. NR

DESERT STRIKE
DOMARK £32.99
It's taken well over a year to convert this title to the Master System, but it should be well worth it. Shoot-'em-up fans should definitely check it out.
NR

F1
DOMARK £32.99
The Mega Drive version has been highly rated by all magazines, so things already look hopeful for the MS version. Race your way around different tracks to become F1 champion of the year. RV

HOME ALONE
SEGA £32.99
Ah, the fun you can have when you're on your own! Why is it that all the interesting things seem to happen when there's no one else around?
63%

THE OTTIFANTS
SEGA £32.99
Ottifant's dad has been kidnapped and he's left all alone. He embarks on a search for his father in this bizarre six-level platform adventure from Sega Germany. NR

ROAD RUNNER
SEGA £32.99
Join Road Runner in his eternal quest to out wit that dastardly wolf, Wile Coyote. Wile has laid thousands of traps throughout the game, but will Road Runner foil his plans ever again? NR

SONIC 3
SEGA £32.99
It's here! Everyone thought it would appear round about Christmas, but it's been scheduled for an early release. The Game Gear and Mega Drive won't be seeing *Sonic 3* until next year, so MS owners are in for a real treat! NR

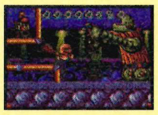
STREETS OF RAGE 2
SEGA £32.99
The original was a classic in its time and although it's only recently been converted to the Master System, work has already begun on the sequel. The second episode features the same action, although there are new characters and different graphics.
NR

ULTIMATE SOCCER
SEGA £32.99
Sega are releasing their first football title across all formats. The Master System version isn't as sophisticated as the MD game, but it's definitely more playable.
84%



GAME GEAR

CHUCK 2: SON OF CHUCK
CORE £27.99
Chuck Rock has been kidnapped and it's up to baby Chuck to rescue him. He embarks on an expedition through deep jungle to find him NR

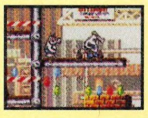


DESERT STRIKE
DOMARK £27.99
An Arabian madman is about to take over the world unless you stop him. Take to the skies and blow him off the face of the Earth. NR

F1
DOMARK £27.99
Battle your way around the toughest circuits in the world to become racing champ supreme. Fail and it's the end of your career. NR

JURASSIC PARK
SEGA £27.99
You know the story. The power is down in Jurassic Park and the dinosaurs are running wild. Capture them, or it could be you they eat next! NR

THE OTTIFANTS
SEGA £27.99
With his magic cape in hand, Ottifant goes in search of his kidnapped father. This looks like an action-packed platformer with just a hint of surrealism. NR



STAR WARS
US GOLD £27.99
Anyone who ever got into the Star Wars trilogy will be cheering at the thought of a computerised adventure! This sees archetypal hero Luke battling his wits against the evil Darth Vader. One of the biggest action/adventure titles to ever appear on the hand held. RV



ULTIMATE SOCCER
SEGA £27.99
The handheld is about to be flooded with footy sims, but this may prove to please most owners. Play against teams from all over the world and become the ultimate team. NR

MEGA DRIVE

ASTERIX AND THE GREAT RESCUE
SEGA £39.99
Asterix was a huge success on the Master System and it's surprising that a Mega Drive version wasn't released earlier. This takes loads of characters form the original Asterix and could be a totally cute platform adventure. NR



CHUCK ROCK 2: SON OF CHUCK
CORE £39.99
When Gary Critter kidnaps Chuck Rock, only baby Chuck can save the day. He embarks on an adventure, crushing baddies and drinking lots of milk along the way. RV

DAVIS CUP TENNIS
DOMARK £39.99
Developed by Tengen, this is one of the best tennis sims about. The control is a cinch and the gameplay offers a great challenge. 83%

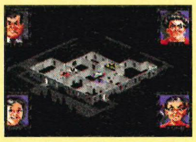
FANTASTIC DIZZY
CODEMASTERS £39.99
Dizzy is an egg from another dimension. His mission is to get around his world, avoiding the evil wizard Zaks. He has turned the resident woodland creatures into killers and it's up to Dizzy to set them free.
RV



F1
DOMARK £39.99
Now that Sega have sponsored the Williams' cars in the Formula One championships, it only seems fair to have a good game out there. All the thrills and spills of conventional racing and a few more too!
86%

F15 STRIKE EAGLE II
MICROPROSE £39.99
This flight sim intends to bring airborne battle into the Nineties. With an improved control method and loads of different missions, it's certainly shaping up well. 88%

HAUNTING
EA £49.99
When Guy's relatives decide to knock him of for the family fortune, they don't bank on him returning from the dead. However, Guy has been granted special poltergeist abilities and goes back to haunt them. RV



INTERNATIONAL RUGBY
DOMARK £39.99
Rugby never seemed much fun when it was freezing cold on a wet Wednesday afternoon. Armchair sport is definitely much more enjoyable, but does the gameplay match up?
RV



LANDSTALKER
SEGA £49.99
We've already seen this game on import, but as the main text was in Japanese we had a few problems understanding it! This time the text will be in English, so the gameplay should be excellent!
NR

THE OTTIFANTS
SEGA £39.99
Ottifants is a platform game packed with strange humour and bizarre graphics. Ottifant is a small elephant-type animal who has lost his father. Join him in his search for his dad. NR

SNAKE, RATTLE AND ROLL
SEGA £39.99
This release features a snake as the main character. What with this and *Ottifant*, it seems as if Sega are moving into more bizarre fields!
NR

STREET FIGHTER II
SEGA £59.99
After months and months of speculation, *SFII* will finally appear in October! Start saving now, this is the most expensive and most hyped game of the year. Don't miss it! NR

WORLD CUP SOCCER
ACCLAIM £39.99
It seems as if everyone is developing soccer games these days and Acclaim don't intend to be left out. In this, you'll find all the usual football options with a few secret ones too! NR

WWF ROYAL RUMBLE
ACCLAIM £49.99
They're back! No sooner had the boys made their first appearance on the Mega Drive they were back for more! Check this out if you're an old crony who enjoys acting like a kid. NR

MEGA CD

C&C MUSIC FACTORY: M.M. VIDEO
SEGA £39.99
Hopefully Sega will release three of these games in a month, then forget all about them. They're not exactly value for money and after you've played them once, they become totally boring. NR

ECCO THE DOLPHIN
SEGA £39.99
After changing the face of Mega Drive games, Ecco will appear on CD too. However, it's almost the same as the Mega Drive version and is a pretty disappointing effort. 79%

KRIS KROSS: MAKE MY VIDEO
SEGA £39.99
Watch Kris do his stuff, then see if you can do any better. There are loads of video techniques to pick up in this game, but unless you intend to take it up as a career you may find it slightly dull. 56%

SEWER SHARK
SEGA £39.99
This is yet another disappointing Mega-CD release. This promised Mega-CD owners the Earth, but failed to deliver anything spectacular. Merely, a futuristic shoot-'em-up where you must enter sewers and kill rats. 65%

SONIC CD
SEGA £39.99
This is yet another CD release that owners have been waiting for! This time Robotnik has kidnapped one of Sonic's fans, Amy Rose. What can he do, but go after her? NR

THE TERMINATOR
VIRGIN £44.99
This is Virgin's first CD release and although it's similar to *The Terminator* on the Mega Drive, the graphics are far more sophisticated. As Kyle you must destroy all the Terminators before they destroy the rest of the world. NR

THUNDERHAWK
CORE £44.99
This is hotly tipped to be THE game of the Autumn. Boasting to be the only game that shows off the Mega-CD's capabilities, it's been hyped as a flight sim of the highest quality. Featuring digitised graphics and special flight techniques, it could be what we've been waiting for. RV



REVIEW INDEX

MD CD MS GG

REVIEW SYSTEM

Introduction
Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

ProView
The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

ProTips
Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

ProFile
All the info you'll need. The phone number given is of the main supplier in the UK and who the Pros got the game from. If the game's on import only, it'll contain an importer's phone number only.
The Action/Strategy bar reflects how much strategical element is in the game – it does not mean that the game is a strategy game – you have to read the review comments to discover a game's category.

ProScore
We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

ProYo!
A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

Master Gear
Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

I WANT A SECOND OPINION
Each game review's score is awarded on the game's own abilities; on how well it was programmed, how well it plays and what it offers the gameplayer. Although the Pros award scores, what we say in the reviews gives you more information to what the strengths and weaknesses of a game are.

By reading the review, you can make a decision whether the game is for you. To help you do this, we have included the second opinion comments. That means that you get the views of not only the reviewer, but also another Pro who thinks that the game might suit them. The opinions give the view of someone interested enough to have a look at a decent game.

IMPORTS
If you want to get games on import, then there are a few points worth remembering which mostly concern the type of machine you own and the games that will run on it.

Japanese machines will run all UK, USA and Asian cartridges, providing they don't have the notorious "PAL lock" on them.

UK machines will play UK and USA carts without any problems, but can't play Japanese carts without an adaptor. Also, some Jap carts will only produce a picture through the AV socket on the back of the Mega Drive. This means that they can only be played on a SCART TV or a monitor.

The obvious disadvantages with import games become apparent when you try and play a Japanese RPG when you can't speak the lingo! However, shoot-'em-ups, beat-'em-ups and platform games need very little in the way of instructions, so these should be okay.

44 THUNDERHAWK 79%

Take control of an AH-73M chopper and battle through ten of the world's war-torn regions where targets mean merits and merits mean medals!



46 SILPHEED 69%

A much-hyped Jap shoot-'em-up that presents a polygon spectacle of large interactive backgrounds in what appears to be an unfashionable, straight forward; trigger release.



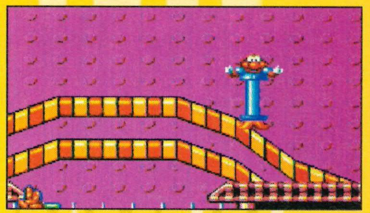
48 MORTAL KOMBAT 91%

The Shang Tsung holy event now goes portable with only Kano failing to appear. Link with a mate and draw blood in a battle that strips lives and souls.



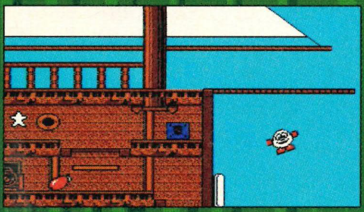
61 JAMES POND 2 90%

The impressive MS version boasted brilliant graphics and addictive playability. See the small screen version of the toy factory wonderland.



50 FANTASTIC DIZZY 92%

The Dizzy mania has now swept to all Sega formats with this MS version hoping to create the same quality of cartoon and puzzle effects other formats boast.



54 WOLFCHILD 72%

Make a turn for the better from mortal human to wolfchild warrior in a platformer where the hearts mean power. Does this platformer offer any originality?



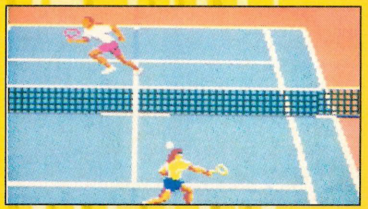
64 STAR WARS 90%

The heroics of star fleets from Star Wars make a small screen spectacle of a classic sci-fi movie. It's Luke Skywalker, Death Stars, Asteroids and all that.



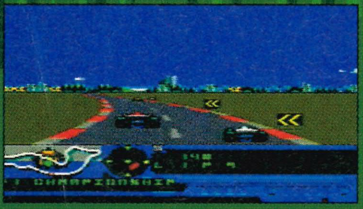
68 ANDRE AGASSI TENNIS 48%

Challenge Agassi and the rest to a game of tennis on the old handheld and see how this compares with the mediocre affairs on the MS and MD versions.



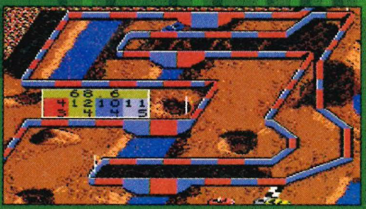
74 F1 61%

Take part in the world's most famous motor racing championship and battle it out with the top drivers. Can this release come close to the MD version?



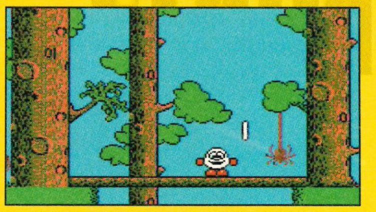
74 SUPER OFF ROAD 84%

Dust over your opponents in a race covering 12 different dirt tracks that will have you splashing and jumping your way to victory. Collect the dosh for gaining that edge.



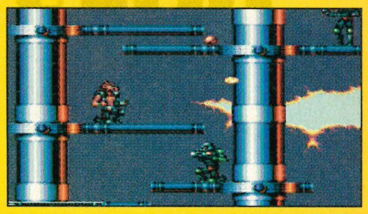
72 FANTASTIC DIZZY 92%

Give yourself a spinning head as you'll become Dizzy over the puzzling adventure on a small screen. Make sure the batteries are charged for this one.



74 WOLFCHILD 59%

The warrior with the instincts and posture of the wolf makes an intrepid attempt to prove himself as a warrior and become a combat hero by punching and shooting his way to glory.



52 CHUCK ROCK 2 71%

In this sequel the aim is to collect sweets and ice lollies whilst avoiding anything reptile. A platform adventure featuring puzzles and dinosaurs.



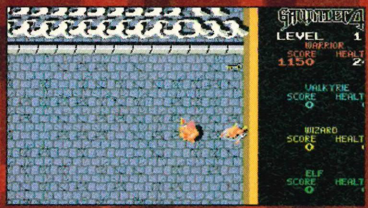
56 SUPER BASEBALL 2020 82%

Swing into action in a futuristic baseball bonanza where the robots and humans mix – with bat and ball making the steel. This is no game of rounders!



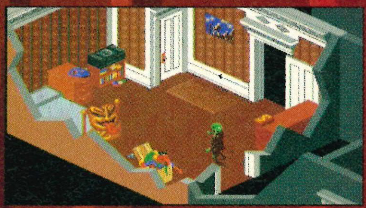
58 GAUNTLET IV 83%

One of the huge all-time classics leaves it until the fourth in the series before it's seen on the MD. Find out if *Gauntlet* really is still going places or not.



62 HAUNTING 75%

Vito and Flo have made sure their brother has a hasty death so the inheritance promised is ensured. Play a ghostly role and scare your relatives for revenge!



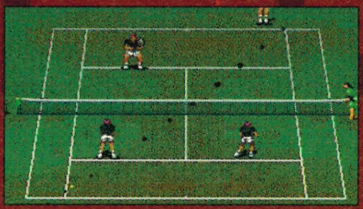
74 SHINOBI III 80%

The ancient Ninjas contrast with futuristic robotic matter in the third release of the Shinobi platform chain. Check out the changes on page 74.



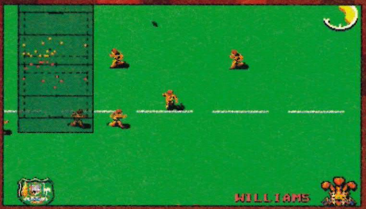
74 WIMBLEDON 80%

It's time for a visit to the all England club for a thrash around with up to three mates. How does the first MD multi-player tennis fair in comparison to tennis in general?



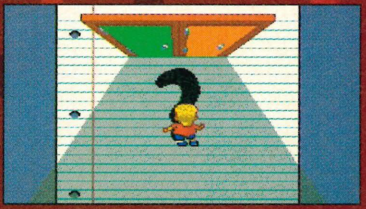
74 INTERNATIONAL RUGBY 59%

Get into some wet and dirty rugger with a line up of International sides that aim to try. Is this another tame sports sim or does it offer realistic concise gameplay?



74 BART'S NIGHTMARE 75%

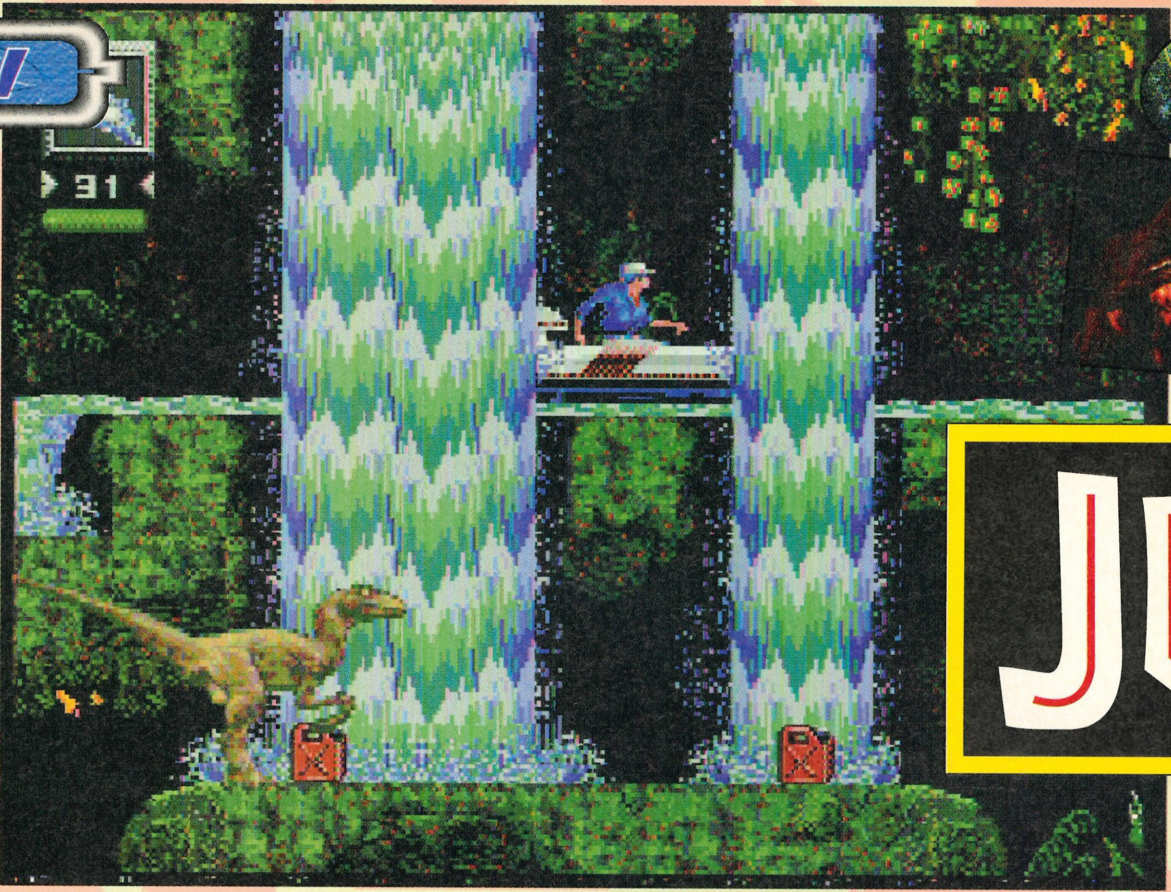
Bart's in a deep sleep with a homework collection mission. The street sequel presents Bart in his true world with that cocky image to match.



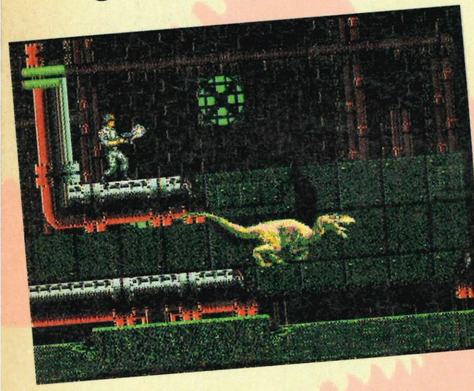
Biotechnology is the scientific solution to disease, pollution and death. A process where DNA (deoxyribonucleic acid), which can be found in all living organisms, can be tailor made to create perfect, living specimens. Interest in this new phenomenon grew during the mid-Twentieth century and people like John Hammond wanted to turn all this knowledge into hard cash. How else would you go about becoming ridiculously wealthy other than create something nobody has ever seen, but something everyone wants to see.

Jurassic Park, this ingenious, though completely mad, multi-millionaire's creation, is a theme park where you can watch creatures millions of years old in a reconstructed atmosphere akin to their own.

This is the game of the film that has proved to be one of the biggest box-office hits ever. This is *Jurassic Park*.



Oh yes, this is the life, don't you think? The prototype version of Jurassic Park's River ride takes you into the very depths of the wilderness where you're given more than the usual glance of the tremendous dinosaurs. Grant, the guinea pig of the ride, is having a problem or two in that he needs to find fuel and some of the falls are a little more stomach churning than he expected.



Jurassic Park is the most spectacular adventure this year and a long awaited Sega release is finally here. If you're a fan of dinosaurs, and let's face it who isn't, Jurassic Park has the potential to fulfil your dreams. Dinosaur freaks, read on...

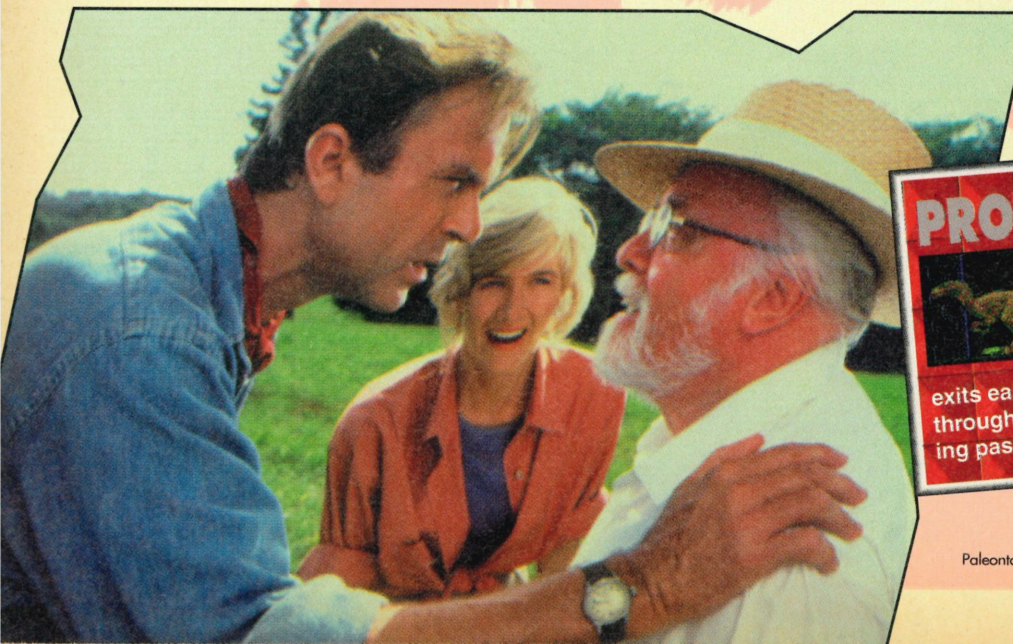
And so the story begins. You can play as either Dr Alan Grant, or, if you prefer, a vicious Velociraptor dinosaur. Things have taken a turn for the worse on John Hammond's Costa Rican island and the dinosaurs have escaped!

There are two objectives to *Jurassic Park*, a game of two halves. If you're playing as Grant, you must escape from the park, but if you're the Raptor you must track down and kill Grant.

At the start, you select your character and play through either five (Raptor) or seven (Grant) levels of side-on viewed platform adventure. Along the way, you will encounter numerous baddies, your agility will be tested to the full and, most importantly, you will need to find the way out. Each level has a secret exit which you must find to proceed. This may sound relatively simple, indeed it is for the first two or three levels, but as you reach the halfway mark things start hotting up. More traps, more nasties and an assortment of scenarios keeps the action flowing and the difficulty rising.

Looking at past platform adventures, the main difference between them is the graphics; each game although being similarly structured has its own style, colouring





PROTIP Play through the levels with the Raptor first. This way you can find the exits easier and then go through with Grant, collecting passwords as you go.

I WANT A SECOND OPINION

After waiting for ages to get a look at this game, I don't feel that *Jurassic Park* quite lives up to its hype. Although the graphics look fairly plush, they all have a kind of rough edge, making the adventure look unfinished. Unfortunately, most levels have a few bugs and this is totally inexcusable. Saying that, though, there are some brilliant sprite movements and the adventure has a *Flashback* feel, only it's faster. However, this lacks the polish of *Flashback* and considering it's based on Spielberg's brilliant film, I can't help feeling a little disappointed.

SAM

Paleontology is the study of extinct life.

JURASSIC PARK







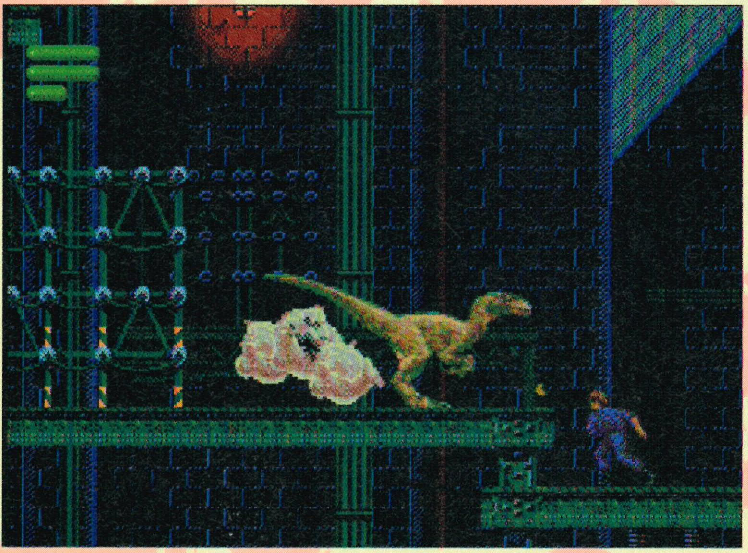


A quick hop through the Jurassic Park Power Station before breakfast has got to be the best fun you can have. Grant doesn't appear to be doing things right and is about to become breakfast himself.

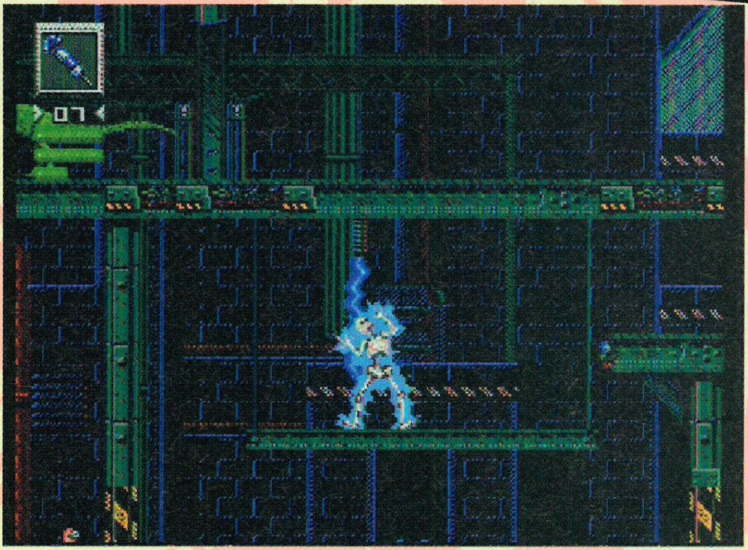
and simulated atmosphere. *Jurassic Park* attempts to realistically recreate the prehistoric age, while still giving games players something to keep them playing. It does this surprisingly well.

Each level, whether you're the Raptor or Dr Grant, creates a certain mood. For example, The River stage is a dangerous journey down furious rapids. The rushing water has been carefully recreated and the way the dinghy speeds up or slows down creates an anxious emotion. You find yourself taking particular caution as you approach every drop, just as if you were actually there.





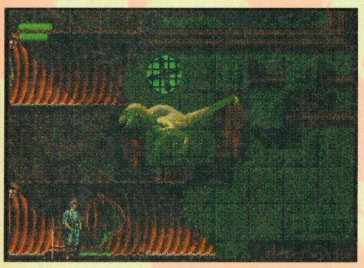
No mate, you don't wanna do that, you wanna run as fast as you can. It looks as though the mortal human has just thrown a large stink bomb in the direction of our evil friend or has the Raptor just farted?



Yikes, what a shock! Grant is clearly exposed when a bolt of electricity hits him. This is quite a humourous part of the game, but don't worry too much about Grant, he can give the dinosaurs a few shocks with his stun gun.

Michael Crichton, the author of Jurassic Park, directed the film The Great Train Robbery.

JURASSIC PARK



Raptors have a tendency for jumping about, hunting out humans for their lunchtime snacks.

GRANT'S WEAPONS

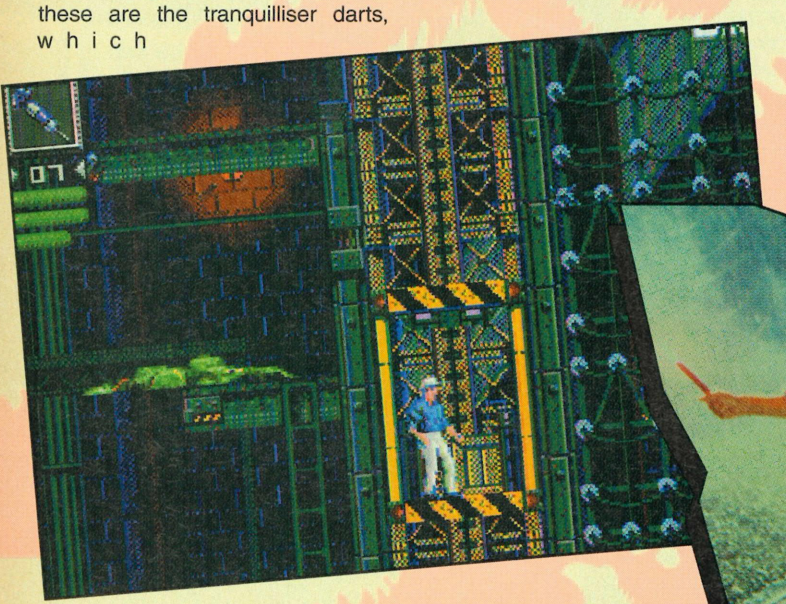
Each of these weapons can be used to stun dinosaurs. The darts are the easiest to fire, but the effect doesn't last very long. A stun gun must be used at close range and has three charge settings; the longer you hold the button down the bigger the shock. Grenades are best at long distances or awkward angles, and the rocket just about takes care of anything in the way. This is what they look like in your weapon-select icon.



The sound effects are realistic in so much as we know what a river or volcano sound like. Some of the dinosaurs sound like chickens, but as smaller dinosaurs have been compared to the egg-laying poultry anyway! The roar of the Tyrannosaurus Rex is enough to prove that the programmers know their chickens from their dinosaurs.

To help Grant through the treacherous sections of the game, there are various weapons and ammunition to collect. The most useful of these are the tranquilliser darts, which come in two strengths, and the devastating rockets. Grenades and an electric shock can come in useful when the bigger reptiles decide Grant is on the menu.

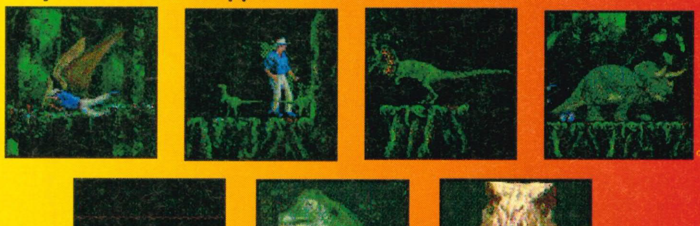
Raptor is less fortunate in that it doesn't have various weapons at its disposal. Instead, a gouging double bite, shake, slash and kick protect it from being stunned by the onslaught from nasty humans. The best way to attack is pouncing on anyone in the way, believe me. Instead of writhing in agony, they seem to melt into the ground which isn't exactly very realistic.





DINOSAURS

These creatures, deserve a special mention. Even the Pteradactyl makes an appearance in the game, but not the movie (?) and, of course, the annoyingly dumb Brontosaurus. So here they are in order of appearance:



If you are a fan of the movie, have read the book, enjoy challenging platform adventures or just love dinosaurs, *Jurassic Park* is likely to appeal to you. The realism of the dinosaurs, though a little dodgy in places, is just as good as seeing the movie. This is a very good game and despite not matching up to hits such as *Another World* and *Flashback*, which it closely resembles in gameplay, it should provide many hours of fun.



● **Jason "triadic" Johnson**

Cartridge supplied by Video Games Box ✆ (0425) 616705.

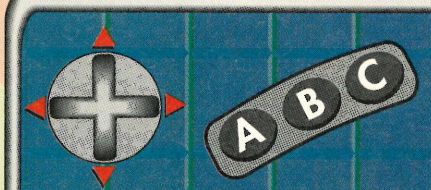


JURASSIC PARK

SEGA ● £49.99 ● IMPORT

CART SIZE 16Mbit
PLAYERS..............1
STAGES...............7
SKILL LEVELS.........3
FEATURES....passwords
CONTACT

Sega ✆ (071) 3733000



When using Grant, A selects your weapon, B fires the weapon and C is jump. When using the Raptor A bites, B kicks and C jumps. Hold the D-pad up with the jump button to reach higher platforms. The D-pad moves the doctor and the dinosaur in the standard directions.

ACTION / **STRATEGY**

GRAPHICS 87%

▲ Colouring and shading of each level is brilliant, as is the animation of the dinosaurs.
▼ Too many errors, such as Raptor walking in mid-air, spoil the otherwise perfect graphics.

SOUND 88%

▲ A creepy atmosphere is created and the background noises are great in each level.
▼ The roar of some dinosaurs is a little dubious and doesn't blast through the speakers.

GAMEPLAY 85%

▲ Various extra controls over the Raptor make it a fun and realistic character to use.
▲ Loads of pick-ups to find and various weapons to use keep the interest level high.

CHALLENGE 87%

▲ Two games in one makes for extra value and gives you far more to do.
▼ Once you've been through the game once, you're unlikely to return to it in a rush.

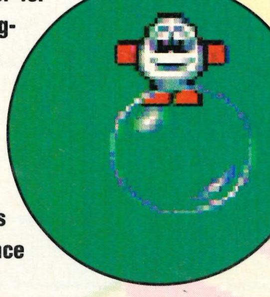
PROSCORE 85%

An addictive and challenging platform adventure that will keep you on the edge of your seat. A few bugs spoil what is otherwise an excellent game.



MEGA DRIVE

The evil wizard Zaks has cast a black spell over Dizzy's homeland by turning all the creatures into fiends. To make matters worse for Dizzy, his girlfriend, Daisy, is being held captive by the wizard in his mystic castle high up in the clouds. Defeating Zaks' evil spell to restore the homeland is a tall order for our short egg-shaped star who must now sort out a puzzling route so he can find this castle and sort out this Zaks character once and for all.



Fantastic Dizzy **is presented in an interactive cartoon format where the story is shaped by Dizzy himself. The massive kingdom comprises of mysterious islands, a tree-house village, a diamond mine, an underwater complex and the Dragon's lair – just to name a few areas. With the help of other characters, Dizzy must collect the vital clues that pave the way to success in the adventure.**

FANTASTIC DIZZY

Fantastic Dizzy is the first Dizzy release on a Sega format and looks very promising, with its cleverly structured game plan and a challenging adventure that will suit players of all ages.

The objective, though very stereotyped, in the fact that it's a kind of 'rescue the princess' idea, is to save Dizzy's girlfriend from the clutches of an evil wizard. To get as far as the sorcerer's Cloud Castle, however, will require a journey through a number of lands that are bursting to the seams with clever ideas and pretty backgrounds. When all 250 stars have been collected, you will be able to access the magic castle.

Starting in a tree-house village, Dizzy must start to find useful objects that will help in later parts of the game. Some puzzles are easily solved whilst others are not so obvious. Dizzy can only carry three objects at a time, so life will become very frustrating. You'll need to discard objects you think are unimportant and remember where you left them!

Dizzy starts the adventure with three lives and each is represented by an energy bar. Some of the creatures kill immediately whilst others do a little damage. Only by collecting the colourful fruits will Dizzy be able to replenish some of his lost energy. The unique bonus level shapes itself in the form of a sliding puzzle. Finish the picture before the egg-timer runs out and you'll win an extra life.

Controlling Dizzy is straight-forward with a simple jump option to somersault gaps and creatures. The way ahead often requires leaping blindly up a screen in the hope of discovering the continuation of a slope or series of platforms, but it's not difficult mastering the routes.

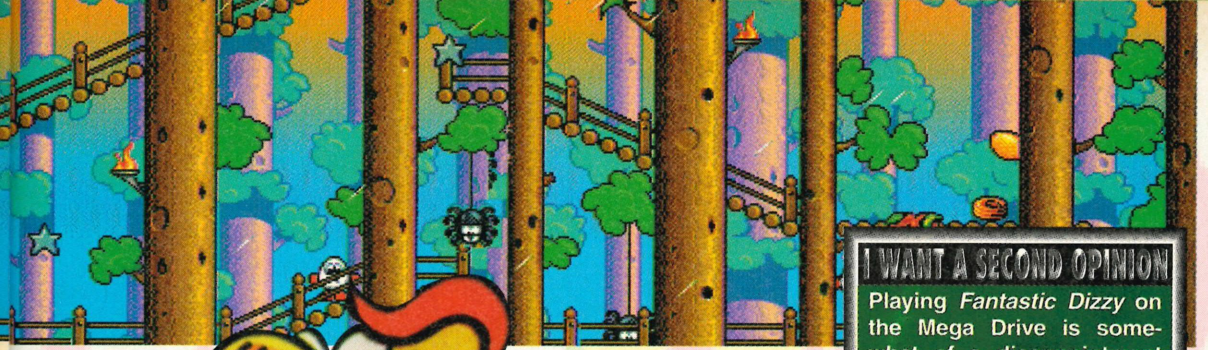
The Dizzy sprite is very small, yet full of vitality, as he's

PROTIP  **When you reach the diamond mine, you'll need to go right and find the machine that works the lifts. Use the machine spanner to activate it.**



This Daisy's home where Dizzy hopes he'll find some vital clues to help him find his long lost girlfriend. He has just found another star and the current total is about to be constructed by the stars, on the left of the screen, combining.







colour and detail to maximum effect to create a wonderland that's full of bright and cheerful scenarios. The skylines even change from light to dark, thus emphasising the change from day to dusk.

Fantastic Dizzy is a superb adventure that's very easy to get into. There are plenty of puzzles and great satisfaction can be gained from working out the clues that are written alongside collected objects. Codemasters have that miniature edge with their releases with addictive gameplay deriving from clever, yet simple, imagination.

● **Mark "Egg Head" Hill**

presented with smooth detail and concise animation. The other creatures boast the same qualities of the leading sprite with their own personalised behaviour patterns. The objects are easy to recognise, which is a vital feature for players who need to solve puzzles by associating the purposes of their components.

Backgrounds use cartoon style

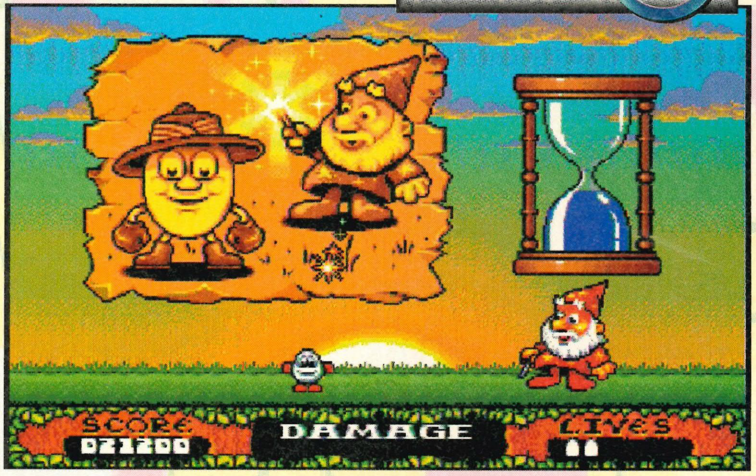
I WANT A SECOND OPINION

Playing *Fantastic Dizzy* on the Mega Drive is somewhat of a disappointment after enjoying the Master System and Game Gear versions so much. The graphics are cute, but aren't particularly fantastic and the game tends to suit the 8-bit formats much more. If I had played this version before the others, I may have had a different opinion, but the others are better.

The concept of *Fantastic Dizzy* isn't new by any means, but it is for the Sega consoles. If you missed out on the computer versions of Dizzy, or just want a teasing puzzler, it's worth checking out.

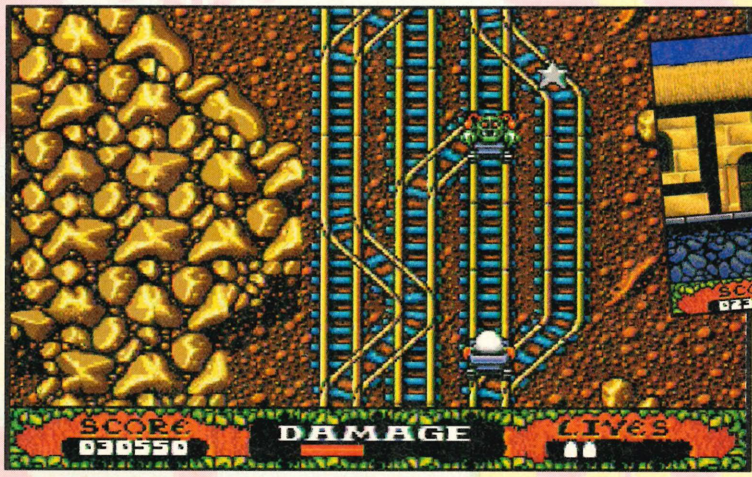
JASON

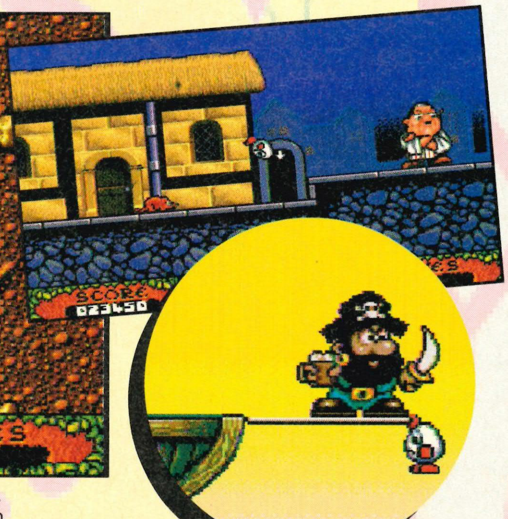




During the street stages, you have a small map to help you find the extra clues and unexplored areas.

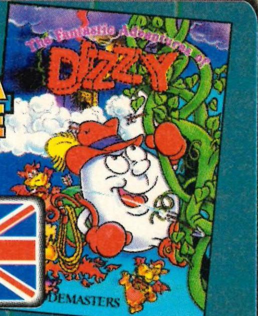
When you find a slide puzzle, you can gain an extra life. Time will run down quickly so you'll need to create the perfect picture with speed. As you can see, in good showbiz style, I managed this with barely a second left.





Down in the diamond mines, Dizzy has a spot of guess work to do on the rail lines. Sometimes, the game format changse to give more variety in the gameplay. The aim here is to remember the safest route using trial and error.

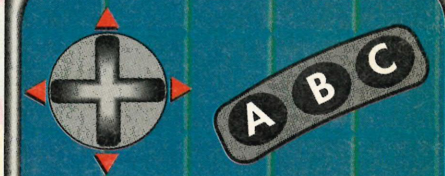
MEGA DRIVE



FANTASTIC DIZZY

CODEMASTERS ● £39.99 ● OUT OCT

CART SIZE 8Mbit
PLAYERS 1
STAGES 14
SKILL LEVELS 1
FEATURES ....none
CONTACT
Codemasters ✆ (0926) 814132



Use the D-Pad to move left and right. Button A brings up the inventory and status screen whilst B will pick-up/drop objects, open doors, talk to characters and use lifts. Press C to jump.

ACTION / STRATEGY

GRAPHICS 92%

▲ The humble Dizzyland community is created with outstanding detail and colour.
▲ The backgrounds change with time so emphasise daytime turning to dusk.

SOUND 80%

▲ Every time the scenario changes, so does the bright and cheerful array of tunes.
▼ Apart from the quality, there is really nothing special about the few sound effects.

GAMEPLAY 90%

▲ Many players will feel a great sense of achievement solving each of the puzzles.
▲ There are so many interactive characters and backgrounds to explore throughout.

CHALLENGE 86%

▲ There are 250 stars to collect and some can seem impossible to reach at first!
▼ Why is there no password facility when the adventure is so big?

PROSCORE 90%

Fantastic Dizzy is a well put together adventure with informative puzzles and bright, lively backdrops. Collecting the 500 stars offers a huge challenge!

Over three million Dizzy games have been sold on other formats.







THUNDERHAWK

The pilots who go into a war behind the controls of an AH-73M Thunderhawk are classed as the elite of the elite. The chopper is seen by the forces as the ultimate flying machine in aviation technology. The pilots are the proud fighters who get to fly such an asset.

Now you have been called up to join the crack helicopter combat-assault team, and use your skills and judgement over 10 different war scenarios around the world. Your job is to diffuse crisis situations such as the oil conflicts of the Middle East and the South American canal invasions. You'll battle over war torn deserts, icy snow and lake regions, dense American jungles and Middle Eastern canyons. Success is merited with medals and you now have the job of proving yourself in battle to build up an honourable career.



Out in the barren Asian lands, the primary target comes into view and you let off one of the powerful guided rockets that'll do the job quickly. The white dots on the map indicate all your primary objectives for this mission.



The opening sequences to *Thunderhawk* come as no surprise, since many CD releases boast impressive and credible graphical presentations. The pictures don't drag, like some, and form an essential part of the build up to a war game that covers ten different battle scenarios.

As a Thunderhawk pilot, your objective is to tackle each war crisis region around the globe and this can be done in any order. For each operation there are five missions to complete and medals to be earned.

Missions vary depending on the landscapes for each operation and usually you'll be aiming for either buildings, communication structures, armoured vehicles or boats. Aircraft are also present, but are not usually primary targets.

When all the glossy opening sequences have passed and you're in the cockpit, it becomes clear that this is more of an arcade flight of fancy rather than a realistic



OPERATING THEATRE



OPERATION 1
South America: *Arms running*
The hostile forces are supplying the terrorists in the area with arms and your job is to break the supply chain and take out the plant.



OPERATION 2
South America: *Stealth Down*
The Stealth Bomber has been shot down in a South American jungle and your main task is to stop this plane falling into enemy hands.



OPERATION 3
Panama Canal: *Canal Crisis*
The merchant shipping has come under attack from forces on both sides of the canal. Safeguard the shipping at all cost.



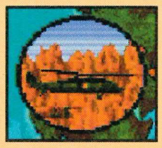
OPERATION 4
Central America: *Recapture Town*
The Guerrilla forces are holing incident civilians captive. The area needs clearing and the town must be liberated.



OPERATION 5
Alaska: *Bio-research*
Radio contact has been lost with the highly sensitive bio-research bases. Intelligence indicates that enemy forces are present. Destroy any captured materials and defend the convoy.



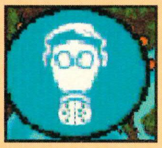
OPERATION 6
Eastern Europe: *United Nations Convoy*
A besieged town is in need of medical supplies and your task is to defend the UN supply convoy and clear the enemy forces.



OPERATION 7
The Middle East: *Escort*
A UN task force is trying the recapture friendly territory from enemy forces. Escort and aid the liberation of the enemy base and stop all enemy forces.



OPERATION 8
The Middle East: *Oil Dispute*
A major oil refinery has been attacked by an unknown force and your objective is to defend the installations and halt hostilities.



OPERATION 9
South East Asia: *Chemical Warfare*
The neighbouring countries are under threat from armed forces and you must stop the enemy and render the chemicals harmless.



OPERATION 10
South China Seas: *Piracy*
Bands of sea-pirates operate in this area and you have the straightforward, yet dangerous, task of defending the shipping and destroying the pirates.



chopper simulator, but the backgrounds look detailed enough with an accurate perspective of distant landmarks and a smooth scaling effect to match.

As far as cockpit instrumentation goes, there aren't too many complicated dials to worry about. An armour level indicator shows your damage for the present mission and the map camera pinpoints the ground objects and current terrain. This facility also targets on the primary objectives, so all you need to do is bash the trigger! The radar displays ground air threats by use of colour with the white dots informing you of the deadly incoming missiles.

Controlling the helicopter is easy with a simple forward push on the D-Pad for speeding up a simple rotation technique when static or rolling. The disappointment comes in height. The fact is you can't fly very high – so it's almost pointless bothering with altitude at all. It's also quite surprising how slow the game can be with full throttle not capturing the kind of speed that this kind of game demands.

From the simple 'spoon-fed' take-off, it's best to go for the primary targets, blow-'em all to bits then get out the perimeter zone as soon as the mission complete message comes through the radio. This is often a simple and very quick task, but too much time-wasting will get you into trouble. You have 16 rockets, over 60 missiles and infinite gunfire onboard and it's up to you which lead is spread on targets.

The targets are well drawn with a scrawly effect that captures the struggles of war through the snow bound plains of Alaska to the dusty river basins of the Middle East. Explosions and engine noise are relentless and it's often best just firing at will when a cluster of primary targets is spotted. It's all very much adapted to the arcade games player rather than the budding pilots who like to build up their aircraft skills with pride.

Thunderhawk has power and guts as combat sequences, such as columns of smoke and sinking ships, reflect the devastation and fire displays that warfare always produces. It's a shame the battle zones are all of an equal and small size, with the fence being your escape for a completed mission. Interest is strong at first, but lack of variety in mission objectives and the added frustration of having minimal flexibility for shaping strategies puts a doubt over lasting interest.

● Mark "Brigadier" Hill

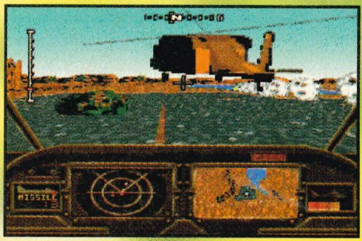


The sight of burned-out tanks letting off columns of smoke, is a sure sight of satisfaction on the part of the pilot. The cold regions of Alaska give you an easy flight as there is less trees and hills to negotiate.

PROTIP



For each mission head straight for the primary targets first, then gain extra merits if you've suffered little damage afterwards.



In this mission, your job is to escort the chopper through the canyon terrain whilst avoiding the bullets.

I WANT A SECOND OPINION

Yeah, this is more like it. Smooth, fast and slick were words that came to mind as the intro sequence appeared on-screen. Everything about it – except the rather sad missile sequence – is superb. Graphically, *Thunderhawk* is easily the best game available on the Mega-CD and beats *Silpheed* by miles.

As with most Mega-CD games, they look good, but play awful. The gameplay is a far from imaginative and it's fairly boring flying around aimlessly destroying targets. There may be ten missions to complete and a few awards to gain, but it's run of the mill stuff I'm afraid.

JASON



In Guerrilla Warfare, attack choppers must rely on hit-and-run tactics.

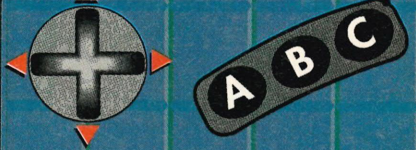
MEGA CD



THUNDERHAWK

CORE ● £44.99 ● OUT OCTOBER

CD ACCESS...Medium
PLAYERS................1
STAGES 10
SKILL LEVELS..........3
FEATURES ....save
CONTACT
Core © (0332) 297797



The chopper controls are very easy. Press A to fire a weapon, B will allow you to control the altitude and C selects a target. Use the D-Pad to control speed, rotate and roll. Press Start to pause the action.

ACTION / STRATEGY

GRAPHICS 92%

▲ The slightly rough graphical effects create a brilliant war scenario through all the locations.
▲ It's so realistic seeing an army vehicle explode with an aftermath column of smoke.

SOUND 90%

▲ Put the earphones on for some intense and suitably dramatic music during each location.
▲ The relentless sounds of rockets, cannons, and bombs work so well with the visuals.

GAMEPLAY 72%

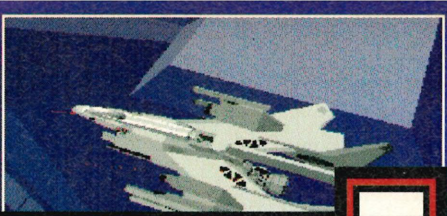
▲ The visual perceptions of war situations enhance the absorbing and realistic action.
▼ After a while the action tends become repetitive and a lot depends on chance.

CHALLENGE 77%

▲ There are ten different locations comprising of five missions that are there for completion.
▼ Missions are far too short and lack any real variety throughout the campaigns.

PROSCORE 76%

Arcade action starts off as a fast and explosive experience with good scaling, but it soon becomes evident how little change there is in later missions.







SILPHEED

MEGA-CD

The opening screens feature incredible scenes of a space craft moving around a complex of docks with sampled speech creating a science fiction movie scenario. The overall effects are brilliant with the presentation sequences immediately giving the viewer a clear picture of the story.

The radio messages were clear enough to send a chill down the spine of the sole pilot. Equipped with the very latest in spacecraft technology, he had a mission of a lifetime ahead. He takes a deep breath as the gates of the space dock open. There is no turning back now. The ship's launch triggers off battle station alert on enemy ships. Strike fighters group into attack fleets and attempt to take out the sole crusader. Get ready to take up the challenge...



This import release from Japan offers the player a new perspective in shoot-'em-up technology. The 'lone crusader in deep space' scenario is continued through multiple levels of polygon and fractal effects that enhance the feel with old ideas presented in an original way.

The opening sequence to the first level is initially disappointing with the mindless shooting of enemy waves being a critical blow to the high expectations gained from the opening sequences. The sprites are so small, despite the effective scaling and perspective, and you begin to wonder whether the big space ships seen during the intro will ever appear within the action.

Silpheed is a pure shoot-'em-up where enemies attack in various patterns, but the gameplay is just the same as any game that you'd see on an 8-bit machine. It's when you see the later stages that it becomes clear how the old ideas have been transformed to stunning effect with original perspectives and mind-blowing action sequences.



The components that make up a space station are fairly easy to avoid, though they can catch you out if you take them too lightly. In the distance, a band of enemy fleets appear through the gaps in an attempt to turn you into space dust.

Level one offers very little in the way of stunning backgrounds as you begin against a rather empty space backdrop. However, level two throws in with huge masses of asteroids that require close attention and lightning reactions to avoid. The huge polygon boulders spin past you at speed and you'll need to tilt between bullets and asteroids at great speed to avoid critical damage.

With every shoot-'em-up, optional icons can be collected to enhance weapon supplies and energy. Invincibility and special smart bomb weapons are available when they arise and repair icons appear every now and then to replenish your energy shield.

At the end of each level, you'll encounter a larger Boss ship that you blast until it explodes whilst avoiding the scatter of bullets it emits. Again, what's supposed to be the guardian of the fleet is actually quite an easy target with its weapons having no unique features compared with the rest of the space ships.

The between-stage weapon select screen allows you to upgrade your attack capabilities with weapons that range from alternative firing directions to homing missiles, bombs and special weapons, such as Photon Torpedos and Anti-Matter bombs.

Controlling the ship is fairly easy; you can zip between the enemy fire



PROTIP The best method of attacking enemies is to power ahead into the fore, where bullet-dodging is a lot easier and catching the waves of nasties while they are still grouped becomes a quick and clean task.



The first ever space-shuttle launch was on 12 April 1991.



with ease on early levels by thrusting forward, into the foreground, and catching the enemy waves before they split up. The secret is to keep moving and attack many enemies head-on to avoid the loose bullets that fly out from the sides.

Enemy craft will not be your only concern as huge rotating lasers, thin battle station channels and gaps in the space stations can make life tricky. Later levels are much like Star Wars: you fly through a battleship complex that's full of enemies, rotating laser guns, incredible pulses of energy and much more.

The huge backgrounds make this appealing and accompanying speech throughout enhance the scientific atmosphere of a futuristic war zone in space. Unfortunately, only shoot-'em-up fans will appreciate the action, but the large polygon graphics used in the background are like nothing seen before.

● **Mark "space cowboy" Hill**



The opening level begins above good old Earth with the kind of graphical image we'd expect to see on a NASA space screen. It's an initial disappointment to see such small sprites and a view that shoot-'em-ups used many years ago.



Now, here we have some really tasty action with an incredible display of fragments shattered by an explosion of the huge station to the right. The debris floats in all directions, but it is just a neat display – it doesn't do any damage.!



When the huge asteroids appear on level two with an accompanying radio message screaming "bank right, bank right!" then you'll need have quick reactions in steering clear whilst avoiding the enemy attacks. Follow instructions and all should be well.



When you reach the station, memories of the battle through the Death Star in Star Wars comes flooding back. Space is tight and hitting the walls can be terminal. It takes a fair degree of skill to survive this!

I WANT A SECOND OPINION

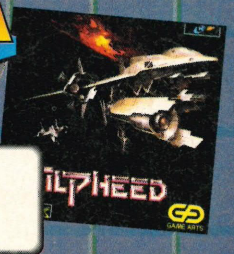
I just love saying it, "We told you first!" In the August issue of SegaPro, I wrote a report on *Silpheed* after playing it at the Chicago CES. My views haven't changed; it's still just another tarted up *Space Invaders* clone.

The additional animation that you are treated to during stages is all very well, but the gameplay is disappointing. The animation sequences are the best that there's been on the Mega-CD, with loads of scaling and rotating, but the loading time between them and the wait to start a stage, take me back a few years.

I can't recommend this to anyone, because it's been so hyped that you'll probably expect too much – even after reading this review!

PAT

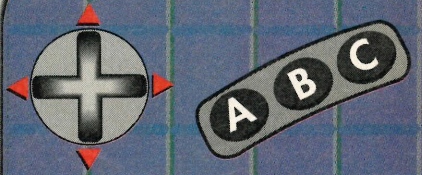
MEGA CD



SILPHEED

IMPORT ● £60 ● OUT NOW

CD ACCESS........slow
PLAYERS..................1
STAGES..................12
SKILL LEVELS..........2
FEATURES.....continues
CONTACT
Importer



Use the D-Pad to guide the SA-77 Silpheed around the screen. Buttons A or C will activate your infinite weapon supply while B will use any special weapons you may have picked up that are limited.

ACTION / STRATEGY

GRAPHICS 83%
▲ Huge polygon graphics give you incredible views and an absorbing sci-fi experience.
▼ It's a shame the enemy sprites are small as the interactive backgrounds are big.

SOUND 78%
▲ The radio style speech samples strengthen the perception of the space environment.
▼ Music is rather tame when you compare the CD quality of sound on other releases.

GAMEPLAY 68%
▲ From level three onwards, you could be forgiven for thinking you're playing in a movie!
▼ There is nothing here, by way of gameplay, that's better than games before it.

CHALLENGE 86%
▲ The further you play, the better it gets with each level becoming more challenging!
▲ Very difficult to progress more than a stage at a time and you won't finish it quickly.

PROSCORE 69%

Detailed and versatile polygons create a space atmosphere that's full of special effects, but once you wash away the cosmetics, the gameplay is bare.

Game supplied by Video Games Box ✆ (0425) 616705



Sub Zero appears to be kicking some butt, or atleast the score is pretty massive. Sub's special trick here is the 'vertical splits' but with the reputation Johnny Cage has for punching in the goolies, he'd be well advised to give it a miss.



MORTAL KOMBAT

ACCLAIM ● £34.99 ● OUT SEPT

CART SIZE 4Mbit
PLAYERS...............2
STAGES 10
SKILL LEVELS.........4
FEATURES.....continues
CONTACT
Acclaim ✆ (071) 3445000

In a far away land there are good, evil and bad people fighting from dawn to dusk in a bid to be hailed as the Grand Champion. The tournament they are competing in is Shang Tsung's Shaolin Tournament for Martial Arts. Shang, an evil dictator, rose to power through treachery and unsavoury prowess, but his bodyguard, Goro, will never allow his master to come to any harm.

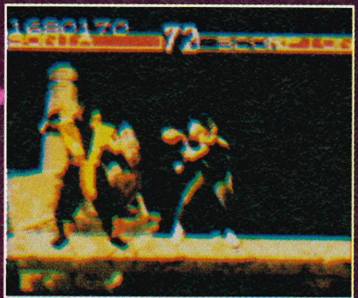
There have been times when Goro, an ugly, four-armed, half-human, half-dragon moron with incredible strength, had little to do. This 2,000 year old Prince of Kuatan developed into a family man in his earlier days – having no less than eight wives, but these matrimonial ties have been put to one side. There is pride at stake and the tournament is the place to prove that he is man enough to guard Shang Tsung.

PROTIP Master each of the fighter's moves and special moves before trying to play on the tougher levels. Easy level is hard enough for starters!

SEGA PRO SEGA PRO SEGA PRO SEGA PRO SEGA PRO — YO!

The block-busting, bone-breaking arcade phenomenon called *Mortal Kombat* is set to reach the colour portable. Yep, if you're the proud owner of the niftiest thing since sliced bread, you can join in the fun. Early preview plays confirmed that this was going to be big, and now is the chance to find out if it's as good as it promised!

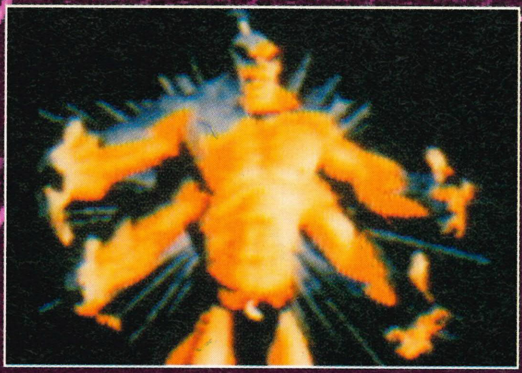
Well, the sprites are certainly big as they smoothly bound across the screen and try to kick each other into the ground. Ooops, that's the demo screen! Fortunately, the on-screen detail is brilliant with blood flying everywhere – presuming you discover the blood code – with Death Blows and Special Moves included. The only quibble as far as the graphics are concerned is that there are only two backgrounds, both of which are fairly plain. The real quality of the game, however, emerges when you take the controls.



Sonia has taken a bit of a fancy to our man Scorpion, look, she's blowing him a kiss!

Nearly all the fighters have been included, with the exception of Kano; as in the Master System version. The manner which they move about the screen is superb with flying kicks and leg sweeps being particularly smooth and realistic.

There is more of an addictive quality about this when compared to the Mega Drive version. Although there are limitations in sound and overall presentation, which shouldn't be knocked too much, the whole game has been very well put together. Probe have done a remarkable job on transforming this to the portable. It just has to be, dare I say it, checked out.



● Jason "K.O'd" Johnson

The D-pad moves your character left, right, up and down. It is used together with the buttons for various moves, special moves and death blows. The controls are reasonably responsive, but they do take a while to become accustomed to.

ACTION — STRATEGY

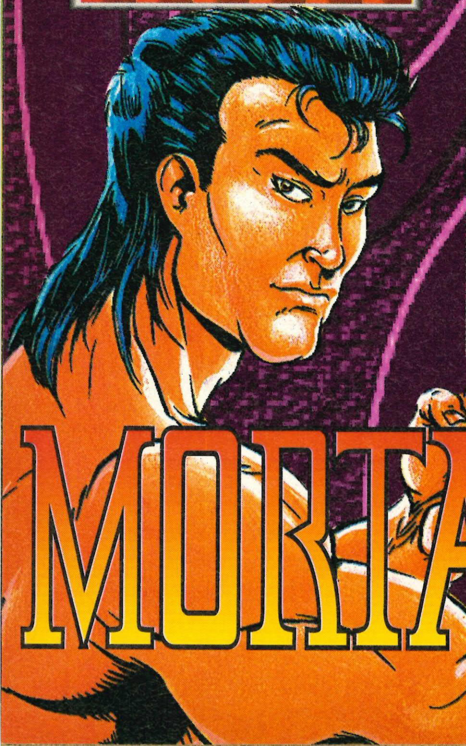
GRAPHICS 91%
▲ The sprites are very big and move around the screen in a very smooth manner.
▼ With just two backgrounds, they can become a bit boring and repetitive to look at.

SOUND 88%
▲ Atmospheric background music and ample sound effects make a big change for the GG.
▼ As with the background graphics, the music can become annoyingly repetitive.

GAMEPLAY 89%
▲ Nearly all the moves of the original to master, and the Death Blows are there!
▼ Sometimes the fighters fall down from a Leg Sweep when they haven't been hit.

CHALLENGE 93%
▲ Tougher than each of the other releases and is sure to keep you addicted for ages.
▼ There is a tendency for the game to increase in toughness only in the endurance rounds.

PROSCORE 91%
Big sprites certainly give this brilliant one-on-one fighting game an edge over similar releases. It's more difficult than the MD and MS versions, too.





FANTASTIC DIZZY

MASTER SYSTEM

An evil wizard named Zaks has cast a black spell over Dizzy's homeland leaving everything and everyone in trouble. His girlfriend Daisy is being held prisoner in the wizard's castle, all of the creatures have been turned into nasty Dizzy-eating fiends. What's more, each of his buddies is in some kind of tortuous dilemma. This is how the fantastic adventures of Dizzy begin, but nobody knows how, or if, they'll finish.

If Dizzy is to secure his eggshell future, he must explore the land made up of various islands in an attempt to rescue his girl, bringing normality back to its natural inhabitants. To do this, he needs to find numerous items scattered about the place, which is not an easy task. Daisy is impatiently waiting for her Dizzy love, so it's time to embark on a few fantastic adventures of your own and venture into the unknown...



PROTIP



To kill the Dizzy-eating plant near the beginning of the game, use the weed killer which you can find towards the far right, by the waterside.

At last, the hugely popular Dizzy makes his debut on the 8-bit with an astounding supply of taxing puzzles, cartoon tragedy and fun-filled gameplay. Dizzy is 'fantastic' and Master System owners now have the opportunity to find out just how fun he really is.

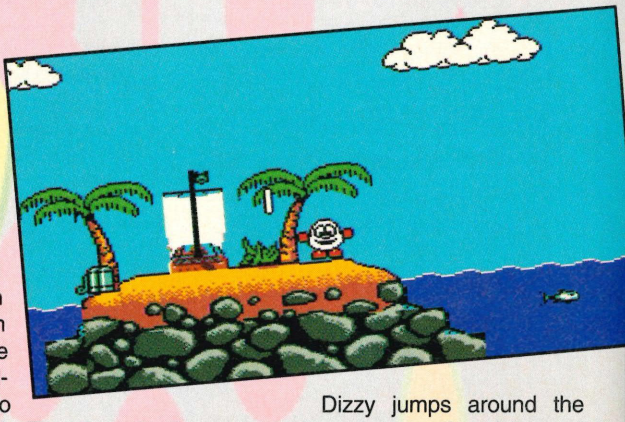
The single thing that struck me as soon as I powered up was how similar this is to the Mega Drive version. Dizzy looks and acts the same, the graphics are in a similar, cutesy toon-style and boy, is it just as brain teasing!

Dizzy's adventure starts in his house within the yolk folk's tree-top village. His task is to rescue his loved one, Daisy, defeat the evil Zaks, who has cast a spell over the entire land, and restore everything to its former glory. Covering a massive playing area, this is a task that is going to take more than a couple of days to finish. Even the most hardened gamers will have their work cut out.

Controlling Dizzy is relatively simple. An inventory, which holds up to three items, is accessed and activated through an on-screen inventory. The general idea is to collect items and use them so that Dizzy can progress through the level. Each area is massive and you must collect 250 stars to finish them properly. There's a plentiful supply of power-ups, in the guise of various fruits, to replenish Dizzy's easily-depleted energy bar.



What a sad looking egg he is, our fantastic Dizzy. He's just reached Zaks' castle and has absolutely no idea what to do next. Maybe the best idea, Dizzy, is to go through the entrance and see what you can see, durr!



Dizzy jumps around the screen in a frenzy of activity and always looks as if he means business. If he falls to the ground from a great height, he's disturbingly

Dizzy has been about on the computer games market for five years, already selling over two million copies.



stunned, but picks himself up and continues as happily as ever. Dizzy is one of the zaniest and most courageous characters around.

Every level is massive and graphically amazing. The time spent on attention to detail is apparent and there are absolutely loads of animated sprites. The backgrounds are of a similar quality to the animation and they help create an idealistic atmosphere. Even the sky changes from blue to black, recreating day and night.

It's reasonably easy to find your way around a level, but picking up items in the correct order and sussing out where to use them is what makes the game so addictive. Often, you find an item, such as the correct key to operate a lift, only to discover that you left something in another room and cannot pick it up without traipsing back.

Fantastic Dizzy is a game for all the family; and a blindingly good one at that. The original nature of the gameplay and the harmless, loveable characters are perfectly combined with superb graphics and sound – each of the background tunes and sound effects are brilliant. Don't miss out on what is one of the best platform games for a while.

● **Jason "spinning top" Johnson**

I WANT A SECOND OPINION

I thought that *Fantastic Dizzy* would be a stripped down version of the Mega Drive title. How wrong I was! This has nearly every feature of the Mega Drive version and it plays just as well! It's also very refreshing to see a game that relies on thought processes rather than mindless shooting. The graphics are outstanding for the Master System and the controls are also very smooth.

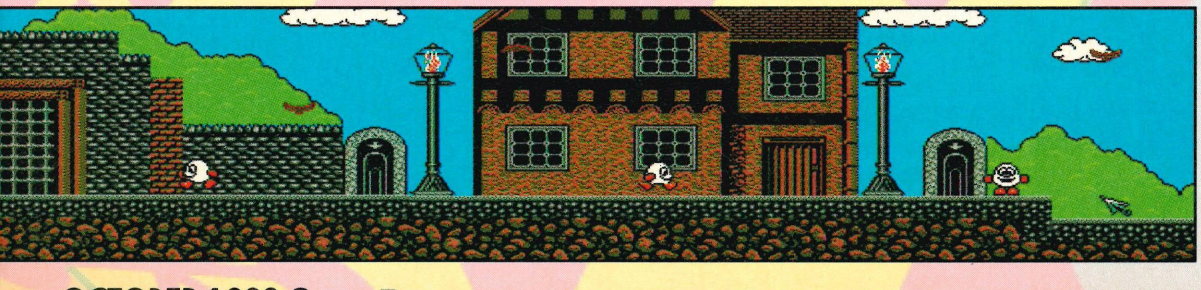
I must point out, though, that *Fantastic Dizzy* is not an adventure that will suit everyone. Unless you like your games Sunday-afternoon style, *Dizzy* may leave you hungry for some bloodthirsty action!

SAM



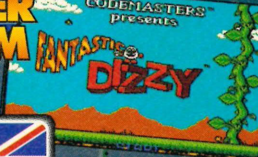


● You're about to venture onto the wildest ride of your life. Dizzy uses the barrel to float downstream, collecting the stars as he goes. Strangely enough, you're able to go upstream without any problem, but this is a fantastic world afterall.



The Oliver Twins, Andrew and Philip, designed Dizzy way back in the late Eighties – he's still the same!

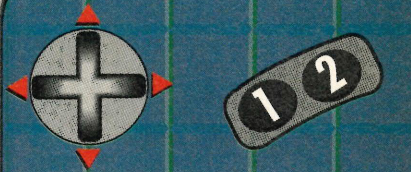
MASTER SYSTEM



FANTASTIC DIZZY

CODEMASTERS ● £39.95 ● OUT OCT

CART SIZE 2Mbit
PLAYERS................1
STAGES 10
SKILL LEVELS.........1
FEATURES..........none
CONTACT
Codemasters ✆ (0926) 814132



Control Dizzy in the normal way by using the D-pad. Up and Down move the cursor on your inventory and B activates highlighted items. A picks up items, makes the lift move up or down and allows you to enter a room.

ACTION
STRATEGY

GRAPHICS 96%

▲ These are easily the best graphics I have seen on the Master System.
▲ Sprites galore enhance the detailed backgrounds to a mind-blowing level.

SOUND 90%

▲ Jolly music through each of the levels, helps the overall theme on fun.
▲ There are times when the music becomes repetitive as it doesn't change very often.

GAMEPLAY 87%

▲ It's simple to access your inventory and use a special item at any time.
▼ A few annoying instances when Dizzy rolls down a slope and hits a spider or other nasty.

CHALLENGE 91%

▲ Hundreds of stars to collect and over 60 puzzles to solve – and that's just for starters!
▲ The puzzles are often ingenious, always tricky and easy to complete in the wrong order.

PROSCORE 92%

The Codies have done the business with this on the Master System and it deserves to be a huge success. The whole family will just love to play it.

CHUC

SO

We left Chuck and his wife, Ophelia, after defeating the terrible Gary Gritter. The presumably thick Chuck has developed over the past 18 months into a successful entrepreneur. He started to build his own little empire with the Rock-Et – a car with a difference. Around about the same time, he became a proud father. Chuck's life looked to be taking a turn for the better.

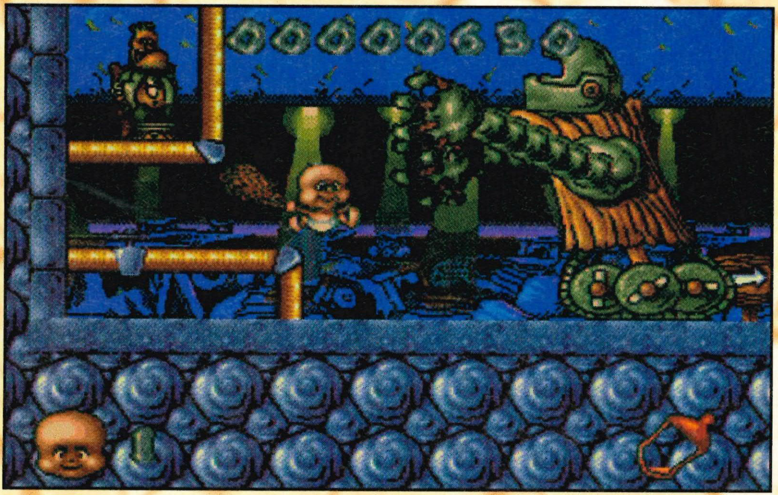
Two hoods, under instructions from Chuck's boss, arrive at his office and hurtle him into the back of a van – not before persuading him into a large brown sack!

Meanwhile, a brick is thrown through a window at Chuck's house and lands on his lovely wife, Ophelia. A note explains that she must sign over the factory or Chuck is chalk dust! Baby Chuck jumps out of his cot with club in hand and shouts "I'll be back!"

And so, the adventure begins.



A secret to staying alive is not to be trodden on by dinosaurs as this can be a very painful experience. It's no good trying to hide from them either, they're everywhere and the only way of avoiding their clumsy feet is to stand between their legs.



Believe it or not this is the final guardian that Baby Chuck is likely to encounter in his journey through prehistoric mania. Daddy Chuck finds this to be most amusing and laughs away as his son risks life and limb for the fat, ungrateful melon head.

After month's of hard work by the dedicated Core Design team at their Derby offices, *Chuck Rock 2: Son of Chuck* has arrived for the Mega Drive. It's Core Design's first independent attempt at publishing their own licenced title after years of producing Sega games for the likes of Virgin, Sega Japan, JVC and Sony. We were eager to find out if it lived up to their other hits that Sega gamers have been enjoying for years.

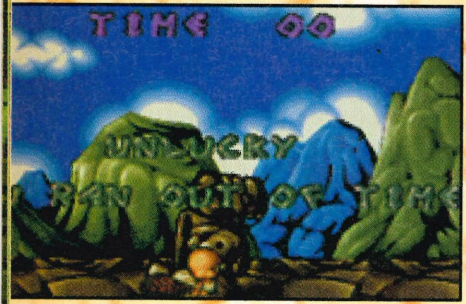


In *Son of Chuck*, each of the six levels is filled with a plethora of colour; the shading and parallax stand out from most other platform adventures. There are absolutely hundreds of sprites on-screen most of the time, with the blending and animation of larger dinosaurs looking far better than in the original. Each of the six levels has its own glossy look, creating a wide enough variation of scenarios to keep the interest high for some time.

As in the original, there are huge dinosaurs walking across the screen and even one level where you walk across a dino's back. What must be a daunting experience for baby Chuck is when he's virtually trampled on by an absolutely massive creature in one of the earliest sections. Dangers such as this tend to creep up in various parts.



Baby Chuck loves sweets and will get to them any which way he can, even if it breaks his neck in the process.



This is one of those fun mid-game sections that aren't as simple to finish as they look.

I WANT A SECOND OPINION

I was a fairly big fan of *Chuck Rock*, so the sequel was eagerly anticipated. Although the same theme runs through the game, it has a very different feel, due to the main sprite. The graphics remain lush, although there are lots of different dinosaurs and enemies.

Unfortunately, although *Son of Chuck* is great as platformers go, it has one major downfall. It's far too easy and with only a few levels, it won't take long to complete. This is very disappointing and at £40 a throw, there's no excuse for it either. Stay away unless you're a total beginner.

SAM

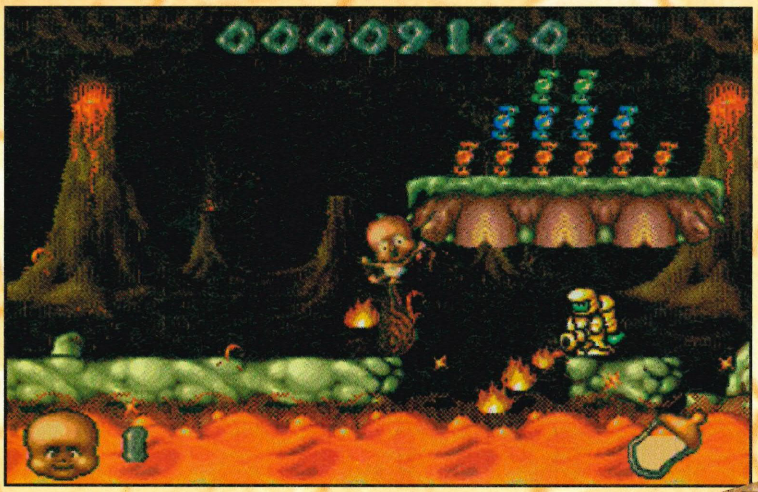


An aimless Baby Chuck flys through the sky and lands with a thud, giving the poor little dino a smack.



Wah, you're an ugly dinosaur if ever I've seen one, so I'm going to bash your head in.

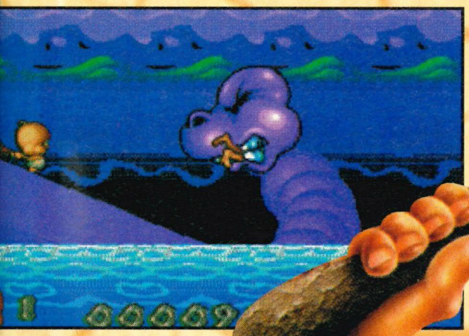
The Diplodocus was one of the biggest dinosaurs at over 90ft long.



Oh yes, sweeeetieeees! Jump up to the ledge above and mint, brazil nut and eclair toffee's are yours. Meanwhile, a strange looking spaceman aimlessly fires his thrower off into the already boiling lava, just waiting to toast Baby Chuck's toes.



PROTIP Search around the levels before going to the exit and you may find bonus sweeties and power-ups that will help in later levels.



The sub-objective is find your way out of each level while collecting as many sweets and ice lollies as you can. This is achieved by using various reptiles and rocks to assist you over spiked pits and the like. This is very similar to the original *Chuck Rock* and it's a pity there isn't more originality in the gameplay.

A new section to *Chuck 2* is the bonus games, which if completed successfully, will reward you with extra lives and other bonuses. They're fairly simple to finish, but the test-against-the-clock is a neat sub-game and a welcome change to the general style of play.

There is a failing that will surprise most Chuck fans in that the game is too easy and, in that respect, is very unlike *Chuck Rock* which still poses problems to many games players. The two difficulty levels, easy and normal, just aren't challenging enough. Sussing out puzzles is too simple and walking through levels, however pretty they may be, becomes a monotonous task. There's nothing strange about reaching the fourth or fifth level first time out!

If you missed out on the original *Chuck Rock*, this is worth a look. Both releases are great fun, but although this is better to look at, it's much easier to play and is a game that is bound to appeal to young and old alike, but why has it been made so easy?

● **Jason "Timmy" Johnson**



CK ROCK
N OF CHUCK



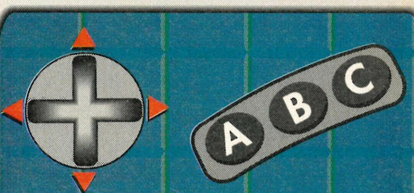


MEGA DRIVE

CUCK ROCK 2: SON OF CHUCK

CORE ● £39.99 ● OUT OCT

CART SIZE 8Mbit
PLAYERS...............1
STAGES................6
SKILL LEVELS..........2
FEATURES.....continues
CONTACT
Core Design ✆ (0332) 297797



The D-pad moves Chuck's son around the screen and is used together with C to jump, B to hit someone with his club and A to reach up. The controls are easy to become accustomed to and the club bashes everything for six.

ACTION / STRATEGY

GRAPHICS 92%
▲ Absolutely loads of parallax scrolling has been used to enhance the backgrounds.
▲ Each of the sprites is carefully drawn with most being cleverly animated.

SOUND 77%
▲ The huge range of humorous sound effects will keep a smile on your face.
▼ An average intro tune that doesn't match up to the *Chuck Rock* rock band.

GAMEPLAY 80%
▲ Reptiles are used to help you cross lava pits and reach higher platforms.
▲ Baby Chuck is hilarious and has various moves to help him along the way.

CHALLENGE 50%
▲ Sussing out exactly how to reach higher platforms is often challenging.
▼ The majority of levels are simple to go through and far too easy to finish.

PROSCORE 71%
An above average platform adventure that is enhanced by colourful, detailed graphics and a sense of humour, but, unfortunately, it's far too easy to play.

The study of rock is called petrology.

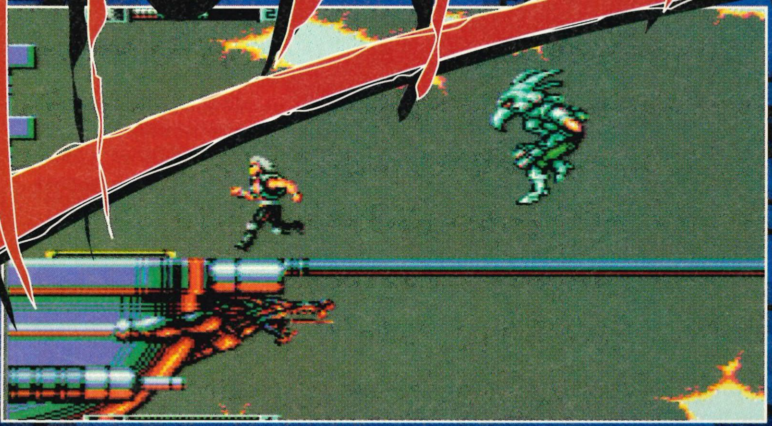
WOLFCHILD



Dr Kal Marrow was working on an advanced genetic theory which he predicted would change the future of mankind. Marrow believed that his creation would be the ultimate fighting machine. The only problem was keeping this vital information from getting into the wrong hands.

Marrow's son, Saul, returned from completing some research work to find his father's observatory in ruins. He found his mother's body covered in blood and broke down, swearing he would avenge her death.

After some detective work he discovered that the evil Chimera movement was responsible for his mother's death and the kidnapping of his father. Saul searched the labs for help and found a file called Project Wolfchild. To be given the power of the Wolfchild he must be genetically restructured, so stepping into the transformation chamber he took on a new identity as The Wolfchild.



Yep, you're far too gruesome to fight when I'm in my mortal state, I'm just going to pop one of my power pills so that I can kick your butt, greeny. Little does Wolfchild know, but there are no power pills left and he's just gonna have to face the greeny as he is.

PROTIP  To kill the Jungle guardian, hit it twice and duck when it appears. It will fire at you, but that should be easy to avoid. Repeat this about four or five times to finish it off.



After receiving strong criticism for the Mega-CD version, *Wolfchild* doesn't really have much to live up to and is expected to be another average platform game.

The bland introduction music attempts to create a sinister, maybe violent atmosphere, but fails miserably. Admittedly, it chugs along at a reasonable pace but the music is unimaginative and dull. Furthermore, there is a lack of music through the game, just simple sound FX that are also fairly poor.

Platform adventures on the Master System were taking a turn for the better with recent releases such as *James Pond II* and *Star Wars*, but this is a step in the wrong direction. The general idea of *Wolfchild* is to battle through each level, collecting power-ups, to increase your strength, before reaching the end-of-level guardians.

Platformers variably conceal hidden rooms or levels with a plethora of pick-ups and, in this, there are plenty of bonuses to be found with points and energy boosting hearts. An unusual concept is that the majority of these bonuses are hidden and the best way of acquiring them is to search high and low, especially around what look like entrances to secret caves.

They are often very long and conceal plenty of items. To

GAME OVER



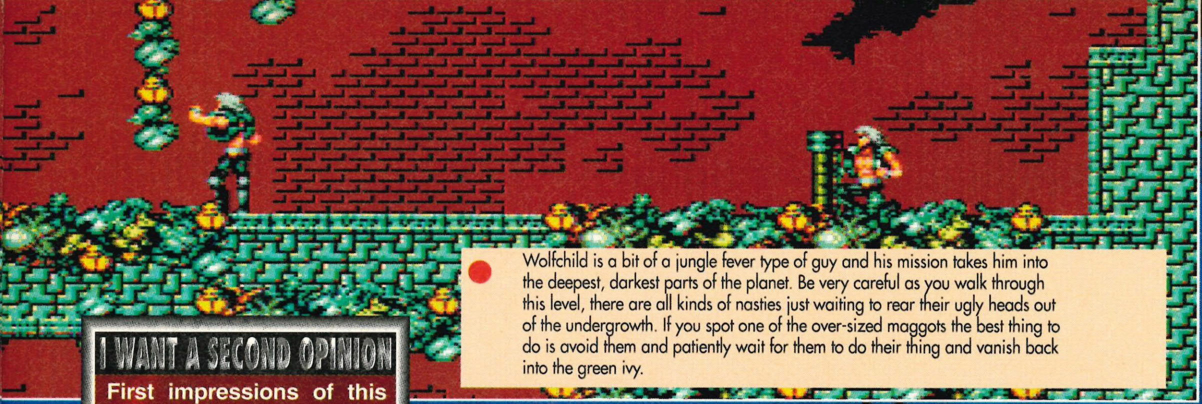
This is where the intrepid explorer re-starts his journey after kicking the green one's butt. Power ups are the most important thing to collect, but keep an eye out for nasties that appear at all times; even sprouting mushrooms are set to sap your energy supply.

BITE THIS!

There are many different power-ups for Wolfchild to colloect. These include extra lives and various bonuses!



The film Silver Bullet tells the tragic story of a werewolf.



Wolfchild is a bit of a jungle fever type of guy and his mission takes him into the deepest, darkest parts of the planet. Be very careful as you walk through this level, there are all kinds of nasties just waiting to rear their ugly heads out of the undergrowth. If you spot one of the over-sized maggots the best thing to do is avoid them and patiently wait for them to do their thing and vanish back into the green ivy.

I WANT A SECOND OPINION

First impressions of this game are great. The CD version was absolutely appalling and suffice to say, the Master System version appears to have very similar graphics. Fortunately, they work really well on the 8-bit and goes to show there's life in the old dog yet.

As for gameplay, well this begins with a reasonable story line, but the gameplay soon wears thin. I found myself turning the game off simply because I was bored. Unfortunately, this looks nice on the surface, but dig a bit deeper and you won't find much of interest and that's a big shame.

SAM

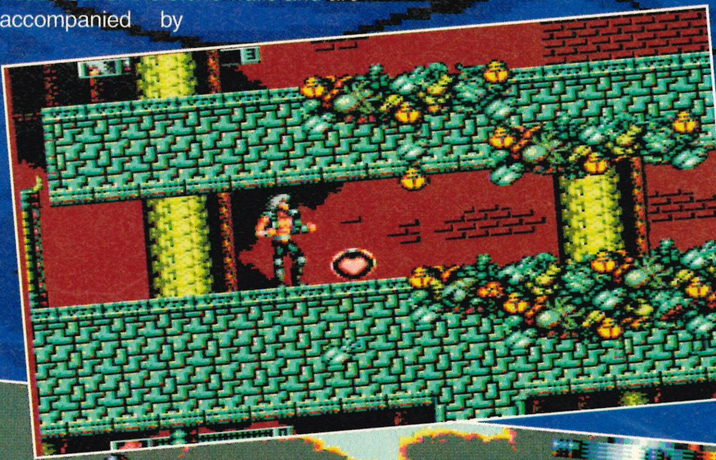
change from a mortal human, with a simple punch, into the powerful Wolfchild, you must collect the heart power-ups. An energy gauge in the top-left corner of the screen must reach the second level before the transformation takes place. Once you've transformed, various weapons are at your disposal depending on how much power there is in the bottom left energy bar. Unfortunately, you're unable to select which weapon you want to use.

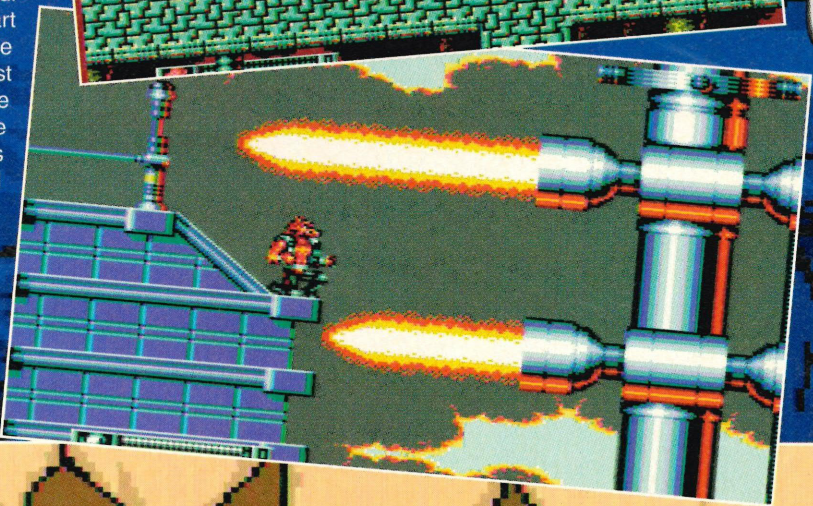
Level one is Skyjack, a futuristic setting aboard the Wolfship, one of Chimera's battleships. There are loads of baddies and several over-sized targets that look impressive, but are easily destroyed. The Jungle is next and you must not only kill everything in the way, but find your way out. A disappearing guardian awaits you before you can progress to the Ancient Temple. The Chimera base is later and finally the core of the futuristic battle station.

Each level looks the part, especially the Ancient Temple, providing a sinister atmosphere and maze of hidden passageways. All kinds of creatures poke their energy-sapping heads out of the stone walls and are accompanied by members of the Chimera with their heat-seeking laser guns. The are some minor cases of sprite break-up, but this is hardly noticeable and the graphics are impressive overall.

The final word has to be 'average.' *Wolfchild* offers very little in the way of originality and, without a difficulty select, it lacks a lasting appeal. If you really want another platform adventure, you'd be better advised to try *Star Wars* or *James Pond II*.

● **Jason "wild" Johnson**









MASTER SYSTEM

WOLFCHILD

VIRGIN ● £29.99 ● OUT SEPT

CART SIZE 4Mbit
PLAYERS...............1
STAGES 6
SKILL LEVELS.........1
FEATURES.....password
CONTACT
Virgin ✆ (081) 9602255

Button 1 should be pressed if you want Wolfchild to jump and button 2 fires a weapon or punches, depending on his current physical state. The D-pad is used in the usual eight directions to move Wolfchild along the platforms.

ACTION / **STRATEGY**

GRAPHICS 78%

▲ Each level has been well designed and looks the part, especially in the temple.
▼ The repetitive graphics to each level has left plenty of room for improvement.

SOUND 50%

▼ At the start of the game, there is a fast, but repetitive, introduction tune.
▼ So few sounds effects and barely any in-game music is a poor aspect of the game.

GAMEPLAY 75%

▲ Controlling Wolfchild is easy and he has numerous methods of moving around.
▼ Unfortunately, you cannot select your weapons when you're the Wolfchild.

CHALLENGE 68%

▲ Each level is long and you must kill everything as well as finding your way out.
▼ A difficulty level select would have been a bonus as it's too easy without one.

PROSCORE 72%

Similar in style to the Mega-CD version with its decent graphics, but still an average platform game that shouldn't take long to complete.

PLAY BALL

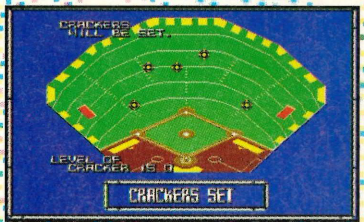
A futuristic baseball game where male, female and robot players battle against each other? It may sound crazy, but the year 2020 is sure to hold many surprises, and sports are doomed to be more radical. Suits of armour are the order of the day and if you ain't got 'em, you're gonna feel some pain!

Surprisingly, the old leather baseball and metal bat still have their place on the pitch. The crowds flock in and the popcorn, cola and sexist chatter still echo around the stalls.

There is an added edge to the players who need the money that success will bring. The better they play, the more cash they win. Fighting hasn't gone out of fashion either and a few fisticuffs may occur in the big boys' league. This is the futuristic game for ladies, gentlemen and violent psychopaths. This is the year 2020.

Futuristic sports games are few and far between, the best being the stunning Speedball 2 by Virgin and more recently EA's Mutant League Football. Electronic Arts have decided to discard the EA Sports label for this release and developed something totally out of the ordinary in this futuristic baseball title. Converted from the old and trusty Neo Geo game, Super Baseball 2020 could herald the future of sports.

There is often a problem with baseball games in that the feel isn't right when you hit the ball. Rest assured, 2020 gives you more than enough in the way of control over both batter and pitcher. Admittedly it takes time, but the game becomes easier the more you play and then the stats and league matches give it that lasting appeal factor.



Crackers are mines that are set on the field and often cause robots to lose energy.

PROTIP



When pitching, move to the far side of your base and swerve the ball away from the batter. They will often miss two of the balls, giving you prize money galore. Bend the third ball a different way and they're out!

The graphics are great, particularly those of the batters, with their metallic armour shining away. There are numerous mid-game screens that are used to glamorise stunning catches or home runs. Introductory shots are very inspiring and create that desirable futuristic atmosphere, but they tend to flash across the screen before you are given a chance to look at them. The sound isn't quite up to the same standard as the graphics, but speech samples and a great intro sequence help distract from the background music.

If you enjoy baseball, or more to the point, enjoy futuristic sport games, this could be for you. The action is fast, the graphics are big and there's plenty of competition to be had. The futuristic concept helps give this game an edge over the RBI series.

● Jason "metallic" Johnson

2020 Super Baseball



Catch a load of this! These are the tough women of the future who enjoy nothing better than bashing balls around the park. The home run zone at the far end is what you're aiming for, hit this and you're half-way to victory.



This is the select game screen in which you're able to choose from a civilised league or fighting match.

Surprisingly, baseball was derived from cricket and rounders and not the other way around.

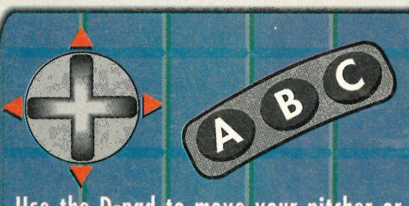
MEGA DRIVE



SUPER BASEBALL 2020

EA ● £49.99 ● OUT SEPT

CART SIZE 16Mbit
PLAYERS................2
STAGES..............15
SKILL LEVELS.........1
FEATURES.....continues
CONTACT
Electronic Arts ✆ (0753) 549442



Use the D-pad to move your pitcher or batter and to direct your fielders towards the ball. Button A swings the bat, returns to base and calls time out. B steals base, leads off, base torch and feint ball. C swings the bat, pitches and makes a fielder jump.

ACTION / STRATEGY

GRAPHICS 82%

▲ Big main sprites and several neat mid-game screens give everything a polished look.
▼ Perspective on the out-field is a little out, particularly when you hit the ball to the left.

SOUND 68%

▲ Speech samples inform you of what's going on and they sound realistic for a change.
▼ A tiresome background tune hounds you from start to finish, and it's 'orrid!

GAMEPLAY 80%

▲ Batting is great fun and the controls are generally easy to become accustomed to.
▼ Pitching becomes tiresome and it's a fairly easy routine to strike the batter out.

CHALLENGE 86%

▲ Immediately challenging and with 16 teams competing, there's loads to master.
▲ With two leagues to win, you could end up playing this game for absolutely ages.

PROSCORE 82%

Although it's over-priced, it's a great futuristic baseball game that is original and likely to give hours of entertainment to anyone who loves the sport.

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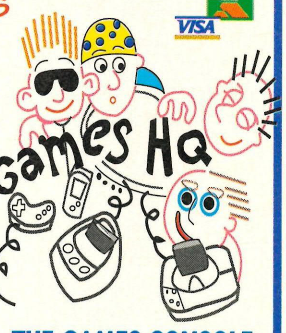
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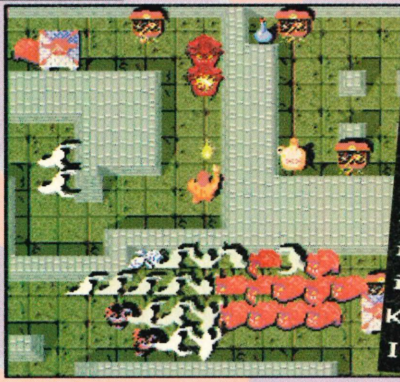
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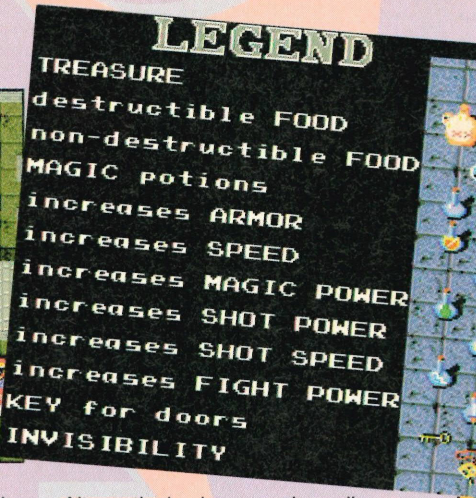
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Magic potions and spells should help you through the gauntlet; a mysterious maze of hidden catacombs laden with treasure. The evil creatures of darkness are a problem and aren't going to go away until you face up to them. The rooms are full of the ghouls and anyone who dares disturb them are in for a barrage of kamikaze fighters.

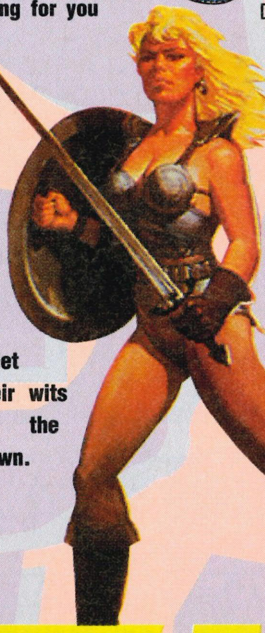
Merlin the wizard, Thyra the valkyrie, Questor the elf and Thor the barbarian have grown up since their Master System days and are waiting for you on the Mega Drive. A dangerous quest is before them, but with your help they hope victory over the dark forces will be theirs. This is for those who dare to enter the gauntlet and pit their wits against the unknown.

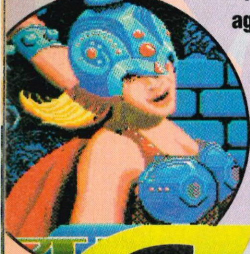






It may look as though this an especially action packed ... enough to have a potion at your disposal, use it unless ... the clocks and search for an exit in your quest to reach ... getting a real doing over by more than a few ghouls a...





GAUNTLET IV

Several conversions of the Atari smash coin-op *Gauntlet* have been seen on the home computer, but never on console. The Mega Drive version is finally ready and with any luck it has been worth the wait. Fans of the early Spectrum and Amiga versions should be in for a real treat as *Gauntlet 4* steps up to take its place in the Sega arcade hall of fame.

In case you weren't lucky enough to play the arcade, your quest is to travel through loads of power-up and baddie filled levels to find the exit. The items you must collect can increase your character's speed or strength, etc. Alternatively, keys and spells are of vital importance as they open doors and wipe out huge numbers of nasties.

Originally, a maximum of four people could play simultaneously – it was actually the first machine that allowed this – but only against each other. *Gauntlet IV* offers four games in one, including a Conquest Game where up to four players can work together as a team.

Not only is there a Conquest Game, there's the traditional arcade mode with four warriors playing against each other when using the Sega Tap, which should be on sale officially by the time the game is released. Battle Mode is another fun alternative as you pit your wits in a single room against up to three other opponents. The aim is to kill them in a best of three, or more, bouts without falling down the exits or into other nasty energy-zapping tiles.

The on-screen control of your chosen character is very easy and extremely responsive. It has to be as moving through exit ridden corridors requires precise steering. You are given a simple weapon supply of normal and spell, so there isn't any irritating weapon selects to be made during the action.

Other impressive features include the speech, music and sound effects. A realistic voice helps you at times, telling you what to do in the early levels if you make a mistake. The background music creates a sinister, adventurous atmosphere and is very good. The sound FX tend to show their age



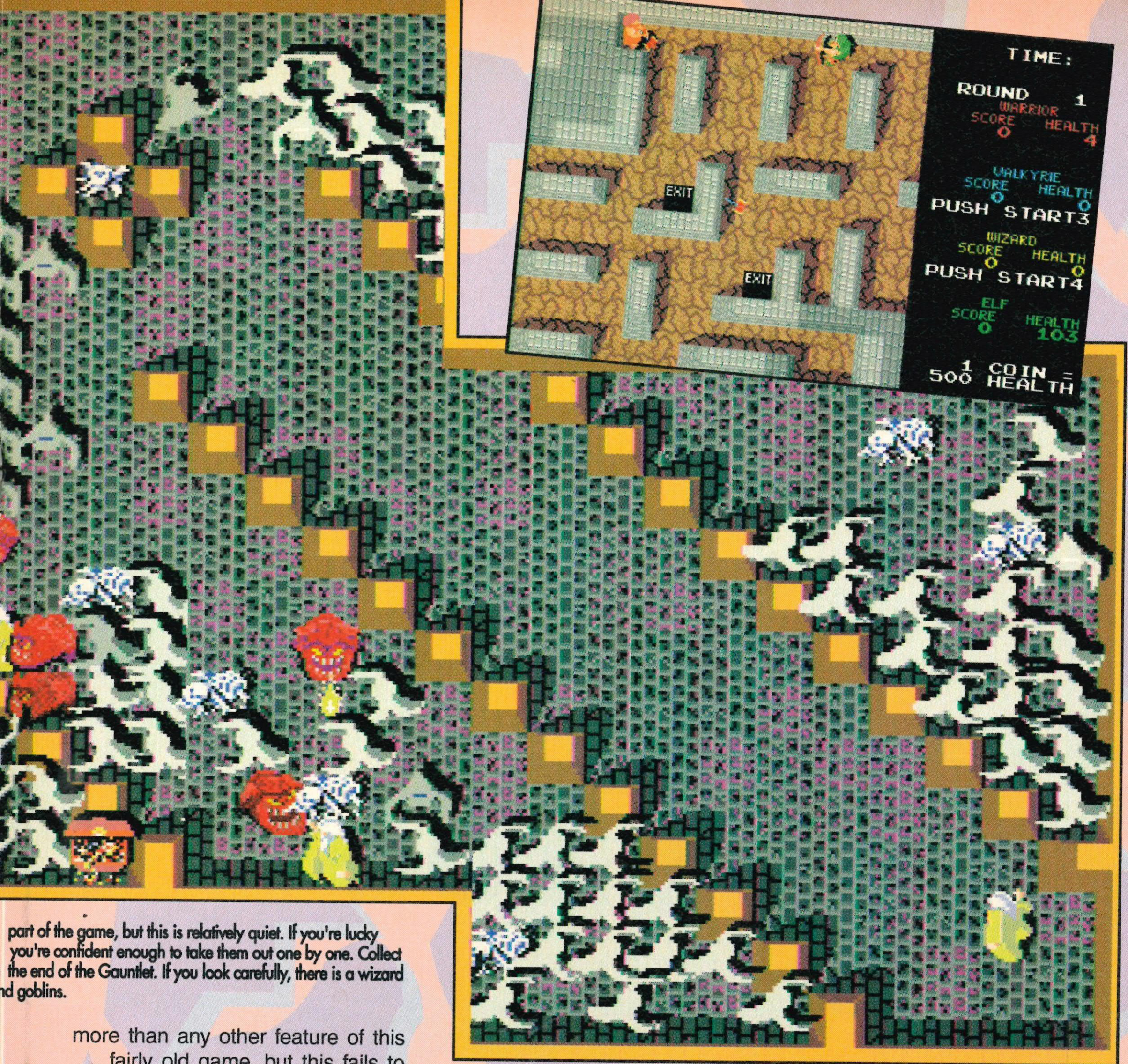




Our lone warrior is having one or two problems in finding the exit! He must try searching the other rooms.

PROTIP Search each level and wipe out all the enemies so you can discover treasure and know them inside-out for next time. Making your own maps may be a good idea, particularly on later levels.

A gauntlet is a medieval armoured leather glove with a long cuff.



part of the game, but this is relatively quiet. If you're lucky you're confident enough to take them out one by one. Collect the end of the Gauntlet. If you look carefully, there is a wizard nd goblins.



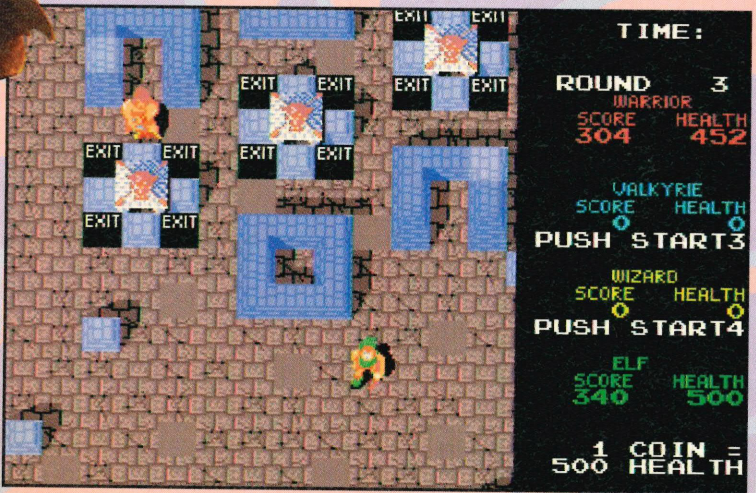
more than any other feature of this fairly old game, but this fails to detract from the overall quality.

From the familiar title screen to the final levels, *Gauntlet IV* resembles its arcade coin-op machine in every detail. The graphical presentation, though slightly dated in design, is reproduced with preciseness. The ghosts and other nasties move about the screen in a haunting and aggressive way, following your every move as you walk towards a room full of goodies.

Not only does *Gauntlet IV* look good, but it offers a huge amount of playability and challenge. Over 90 levels have been laid out and they are predominately massive. Each section is jam-packed with nasties, bonus items and various dangers. Sections of the wall can be shot through to enable your warrior to go into yet another area, and teleports take you into even more!

Even if you're not usually a fan of games with a brain-teasing nature, this is very different from your bulk-standard RPG or adventure. Its arcade feel and superb difficulty level, combined with fast-paced combat and item-filled levels, makes it a tough and enjoyable challenge.

● Jason "choo, choo" Johnson



This is a shot from the Battle Mode where you are in a head-to-head contest with up to three other players. Avoid the exits – if you fall down one you're automatically disqualified – and fire away to sap the enemies energy away to nothing.

I WANT A SECOND OPINION

The birth of *Gauntlet IV* on the MD captures all the qualities of the arcade version to a tee with a superb four-player option that puts life into an old adventure style that tends to drag on and on when you're playing solo.

The concept of collecting keys and potions is simple enough, but you can easily fall asleep whilst clearing rooms and corridors of fantasy creatures. If the Gauntlet series moved with the times then new ideas would regenerate the overhead adventure, but as it is the gameplay is too dated with very little imagination.

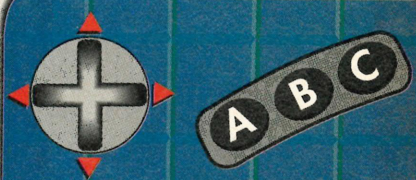
MARK



GAUNTLET IV

TENGEN ● £39.99 ● OUT NOV

CART SIZE 8Mbit
PLAYERS...............4
STAGES 90
SKILL LEVELS.........1
FEATURES ....cont, pass
CONTACT
Tengen ✆ (0604) 790785



The D-pad moves your character in eight directions while the buttons are used to use your weapon and cast spells. B fires a weapon and C uses a potion. The controls are responsive and it is easy to move your character through tricky corridors and passageways without going off course.

ACTION / STRATEGY

GRAPHICS 82%
▲ A huge numbers of sprites and backgrounds together with impressive colouring.
▼ There's nothing new or particularly impressive that make the graphics stand out.

SOUND 80%
▲ Superb speech and atmospheric background music keep interest level high.
▼ The sound FX are relatively simple and don't enlighten the action in any way.

GAMEPLAY 84%
▲ Addictive gameplay with bundles of items and power-ups to collect on every level.
▼ The repetitive nature of the game could be too much for some games players.

CHALLENGE 90%
▲ With more than 90 levels to complete this is one of the biggest games you'll play.
▲ The Conquest Game option makes for even more excitement and challenge.

PROSCORE 83%

An old game with few new tricks other than four-player mode, but it's more challenging than many releases that take a matter of hours to finish.

"The gauntlet" used to be a military punishment, and not a very nice one at that.

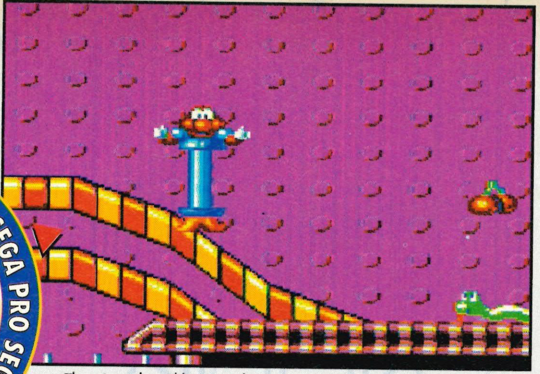

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Winners will be notified in writing and will receive their prizes within 28 days of the closing date.

GAME GEAR

James Pond is a highly sophisticated FI5H agent. His mission is to rescue Christmas, the season of joy, from disaster. The Underwater Intelligence Agency is counting on Pond to crack the Dr Maybe case and save the world.

Pond's mission takes place in Santa Claus' toy factory, just as the snow begins to fall and the sherry is brought out of the cupboard. The huge factory conceals room upon room of toys, but they have all been booby trapped with concealed bombs.

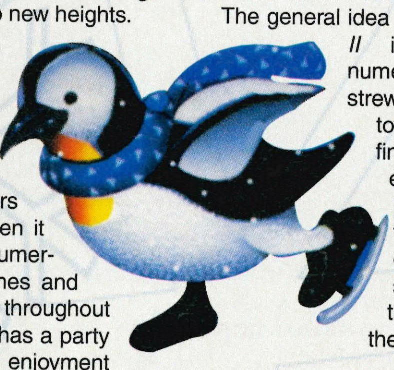
Pond's infamous 'Iron Gill' enables him to breath out of the water, so there's no reason to be concerned about his out-of-water fishy exploits. With nothing to stop him, he must prepare himself to save the festive season from vanishing for ever.



There's nothing like a workout to give the old body a revitalised feeling. Jane "Pond" Fonda demonstrates the latest way to stay trim and proper. A sad case caterpillar in the corner doesn't see what's so good about it and is happier munching away at his leaves.

Despite an easy life as a celebrity on the Mega Drive, James Pond has waited until now to swim onto the handheld. Electronic Arts don't produce Game Gear titles, so US Gold have stepped in to take the challenge with Pond scaling to new heights.

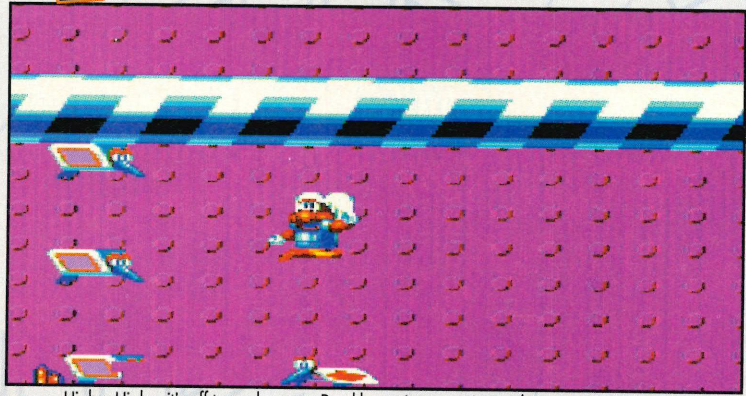
Strangely, though, there's a lack of music until the brief intro sequence has run its course and Robocod appears through the ice. Then it doesn't stop, with numerous background tunes and sound FX running throughout the missions. Each has a party feel and boost the enjoyment of playing drastically.



Pond not only jumps through the air to reach platforms, he can stretch from the waist and grab hold of anything that prevents him from going higher. This is a novel idea and is very useful when platforms cannot be reached.

The general idea in *James Pond II* is to collect numerous items strewn around the toy factories and find the exit from each level. You progress through numerous bonus screens and the like during the process. To finish the game you must travel from the bottom of the factory to the top: if you stretch to the roof you can see how enormous it is.

JAMES POND 2 CODENAME RoboCod



Hi, ho. Hi, ho, it's off to work we go. Pond bursts into song just at the wrong moment as a gang of Robocod eating, flying birds stream through the sky. How do you get out of this one? Try dressing up as Santa Claus, durr!

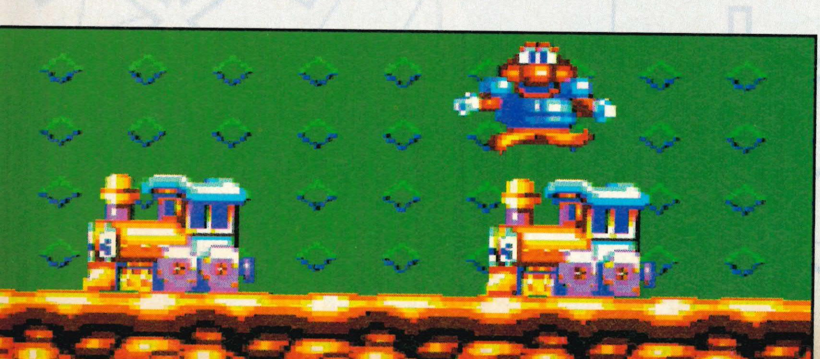
PROTIP When fighting the teddy bear, be careful to hit it directly above its head and not from the side else you'll run down very quickly.



You will encounter armies of energy sapping creatures and big end of level guardians along the way.

The graphics are exceptional from start to finish. The backgrounds are varied and bright, presenting a fun atmosphere, and the huge number of sprites move about the screen in a humorous manner. And, of course, James Pond is yet another cute character with a jolly mannerism. This is a terrific platform adventure which should appeal to almost everyone.

● **Jason "hooked" Johnson**



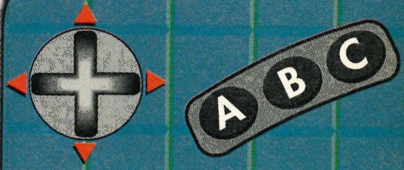
GAME GEAR



JAMES POND 2: CODENAME ROBOCOD

US GOLD ● £27.99 ● OUT SEPT

CART SIZE 2Mbit
PLAYERS 1
STAGES xx
SKILL LEVELS 1
FEATURES .....continues
CONTACT
US Gold ✆ (021) 6253388



The D-Pad moves Pond around the screen in eight directions. Buttons A and B control his actions, including stretching, which is achieved by holding down A, and jumping with button B. Each of the controls are simple to use.

ACTION / STRATEGY

GRAPHICS 93%
▲ Great backgrounds really liven everything up and each level is different, too.
▲ The sprites have been very well animated, especially James Pond himself.

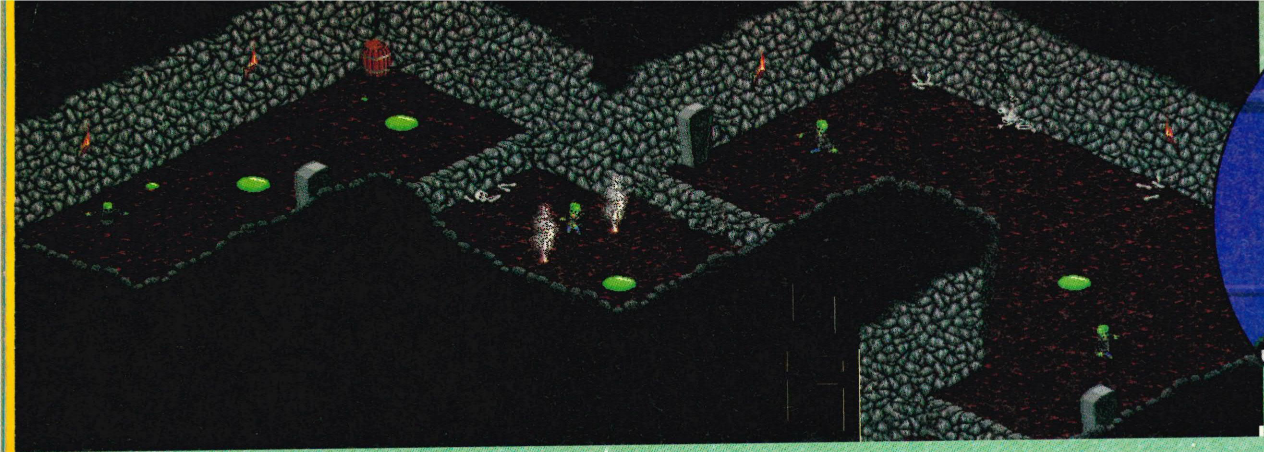
SOUND 91%
▲ Each of the tunes are bubbly and atmospheric with a raging bias towards fun.
▼ Jumpy spot FX every time you kill a nasty help the laborious process

GAMEPLAY 88%
▲ Pond is very easy to control and has a very useful stretching body to see into the distance.
▼ Uneventful for those who aren't into traipsing through level upon level of platforms.

CHALLENGE 90%
▲ This is easy to get into, but fairly difficult to finish – a real time-consuming platformer.
▼ The lack of a skill level option leaves the game's life a little shorter than it should have.

PROSCORE 90%

The best GG fun for a long time and a terrific conversion from the MD classic. Despite being a relatively dated character, Pond is still ahead of his time.





HAUNTING

Vito and Flo Sardini aren't exactly the world's most popular relatives. When they saw a chance of inheriting their brother's money, they took measures to get rid of him quickly. Once Guy was out of the way, it gave them the chance to fulfil their wildest dreams. They now own four mansions and are living in the lap of luxury.

Unfortunately, Guy is unable to rest in his paltry grave and feels the time has come to seek revenge. Realising that his relatives are no more than upper class gold diggers, he feels they need to be taught a lesson.

Since Guy died in such an untimely manner, he has been granted the ability to come back as a ghost. To Guy, this sounds too good to be true! He can now haunt the family out of the mansions and he'll be able to rest in peace for all eternity!

Although many games have featured ghouls and ghosts, *Haunting* takes a completely new perspective on the supernatural. Instead of killing ghosts, you play one! As Guy, more commonly known as Polterguy, you must scare your relatives out of their four mansions.

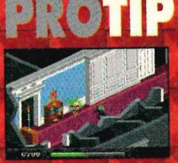
Once you've been resurrected, the adventure begins in a creepy dungeon. Before any relatives can be frightened, ectoplasm must be collected. This gives Guy essential energy needed to cast spells and haunt the house.

Once inside the mansion, Guy must set about scaring its inhabitants. However, before he can do anything, he'll have to find which part of the house they're in. To aid him, he has a map that displays the mansion and the locations of the Sardinis.

Everyone remains calm until Guy starts producing his scary illusions. To do this, he must wait until an object begins to sparkle, then jump into it. Every object produces a different effect and the illusions range from exploding rats to possessed demons! Each time a different trick appears, the person's scare rating will increase. However, each member of the family is scared by different things. Mimi and Tony are the easiest people to scare and grisly old Flo is the most difficult.

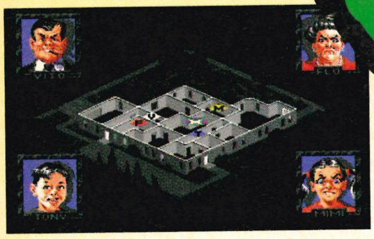
If Guy is having trouble getting rid of the money grabbers, he can always resort to his special spells. These can only be collected in

PROTIP



Watch out for the Sardini's dog and the ecto-beast. If they spot you, they'll chase you until all of your ectoplasm is depleted.





If you can't find a member of the family, consult the map to find exactly where they are.





SARDINES

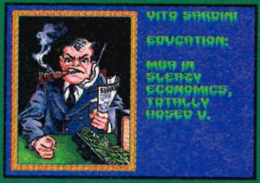
FLO SARDINI
Obsessed by money, this old trout is as hard as they come. She's the hardest person to scare and can keep her cool in most situations.

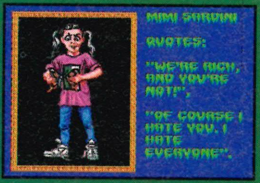
VITO SARDINI
No one knows what Vito does for a living, although it's rumoured that he is in the leg-breaking business.

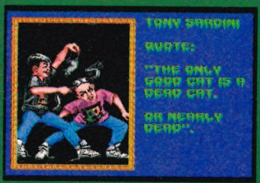
MIMI SARDINI
Mimi is another sour-faced member of the Sardini family, who has no friends and hates absolutely everyone.

TONY SARDINI
Torments innocent animals and is a fan of super-gore movies. It looks as if he may be at home in this game!









the dungeon, but have the highest scare factor of all. The boo-doo allows Guy to throw fireballs, while the super scare creates explosions and the zombie-ize can possess a person's body. Using a couple of these will usually get rid of Flo with no trouble at all.

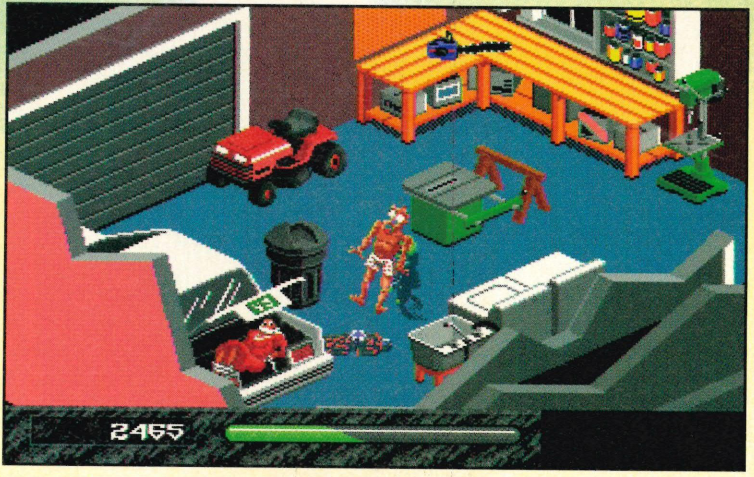
Guy can jump into an unlimited number of objects, but he only has a certain amount of energy. More can be picked up in the dungeon, but once the supply runs out he will disintegrate. This means that getting the family out is a race against the clock!



Aaah! Jump into the glass cabinet and it starts to bleed! Although Mimi appears to be scared witless by this incident, it's got nowhere near enough scare factor to get her out of the house.



Flo is the hardest member of the family to scare. Even the scariests stunts are unlikely to rile her.



If Vito gets really scared, he either wets himself, or his clothes will fall off. Finding a body in the boot of a car is enough to drive anyone mad, but Vito is still determined to stay in his mansion, whatever tricks are pulled.

I WANT A SECOND OPINION

What an original style of gameplay *Haunting* offers to creepy-crawly fans. To start with, everything on screen, well practically everything, does something. The interaction with the backgrounds is brilliant and the whole concept behind the game is great – Beetleguise all over again! One problem I found is that the initial excitement quickly wears thin. Scaring people is great fun, but when you're doing it all the time, it's not quite the same. Graphically, everything is smooth and well presented with the music adding to an already spooky atmosphere. On rental, this would be ideal, but at £50, forget it.

JASON

The cartoon style graphics are supported with some of the most original gameplay ever seen. In *Haunting*, you never kill anything and there's no boring platform action. Instead, the focus is on slapstick humour and entertaining the player. One down point is that although there may be four different mansions to haunt, the same illusions tend to crop up in each. In addition, once you've played a few times, the humour tends to wear thin.



Although *Haunting* is definitely one of the most original titles to surface, its lastability is doubtful. Although there are no continues and only three lives, it won't take very long to complete. Beginners will find it a great challenge, but even the funniest illusion is bound to wear thin after a while.

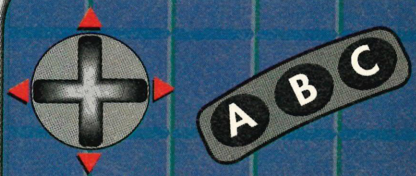
● Sam "scary" Hickman



HAUNTING

EA ● £49.99 ● OUT OCTOBER

CART SIZE 16Mbit
PLAYERS 1
STAGES 4
SKILL LEVELS 1
FEATURES ....n/a
CONTACT
Electrinic Arts © (0753) 549442



To jump, press A and push the D-pad in a direction. To pick up ectoplasm and spells, move over them. To use a spell, press C and highlight your choice then press C again. To haunt an object, press A to select it and A again. Pressing START accesses a map and the D-pad moves the sprite around the screen.

ACTION / STRATEGY

GRAPHICS 86%
▲ Each room has totally different graphics and they all have different haunting illusions.
▼ All sprites are nice and large and have a variety of different animation effects.

SOUND 87%
▲ Lots of spookily atmospheric tunes that change according to the room and level.
▲ Aptly placed screams, squelches, roars and scuttling sound FX accompany the music!

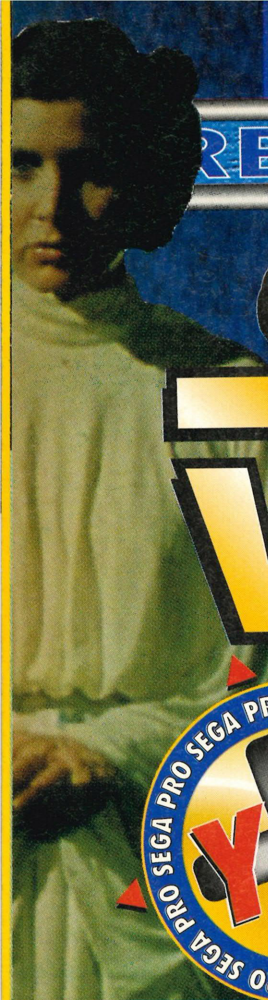
GAMEPLAY 79%
▲ A totally original gameplay style that works incredibly well within the adventure.
▼ Even though it's original, it lacks lastability, as the same old tricks keep appearing.

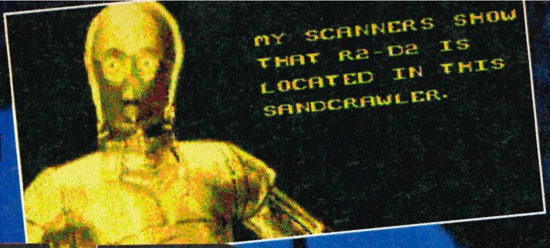
CHALLENGE 60%
▲ Beginners will find this challenging and there are plenty of bonuses to pick up.
▼ There are only four levels, so once you've learned how to scare people, it's easy.

PROSCORE 75%

An original title that is entertaining, humorous and playable. However, it may be too easy and, with only four levels, there is no challenge involved.

Ghosts are said to appear in the places they inhabited when alive.





STAR WARS

If there's one thing that the Game Gear lacks, it's a decent action/adventure title. Now that the sizes of many carts have doubled to 4Mbit, hopefully we'll see many more games of this type.

Star Wars takes many elements from a traditional RPG as you have to follow clues given by various characters, but it manages to be far less boring. As Luke Skywalker, you are placed in the middle of the Tatooine Desert and left to find your own way. To progress, you'll have to find Obi Wan Kenobi, Han Solo, R2-D2 and Chewbacca. They are all hidden within different levels and once you've found them, they can be used to play parts of the adventure.

Much of the game is your basic platformer, but there are plenty of different styles to stop boredom setting in. At the beginning of the adventure, you'll have a chance to control the land speeder and later on, you can fly the Millennium Falcon!

Although this doesn't have the graphical brilliance of titles, such as *Sonic 2*, the graphics are well above average. Many of the platform levels look similar, but the flying levels must be commended. The sprites and on screen enemies are perfectly sized and add to the overall feel. The only element that this lacks is a better control system and the inclusion of a password screen. Controlling each sprite is difficult at times as many of the platforms are slippy; a common fault in Game Gear releases.

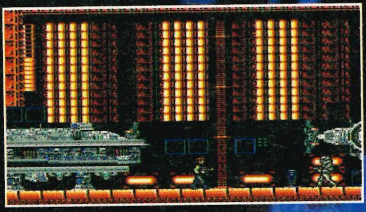
However, if you're looking for something that's a little different, then *Star Wars* could be for you. It's one of the biggest adventures the Game Gear has seen this year and it's one that will keep you occupied into the early hours.

● Sam "princess" Hickman

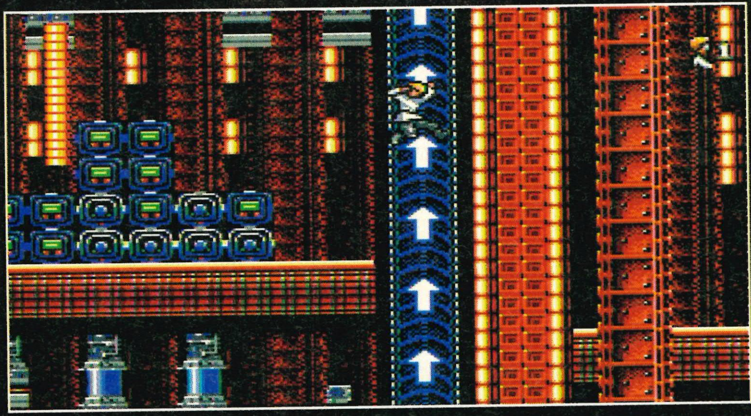
PROTIP If one of your characters is about to die, quickly swap them for another. You'll then be able to carry on with full energy.

SEGA PRO SEGA PRO SEGA PRO SEGA PRO — YO!





When you reach the hangar, the enemies become much mre difficult to get rid of.

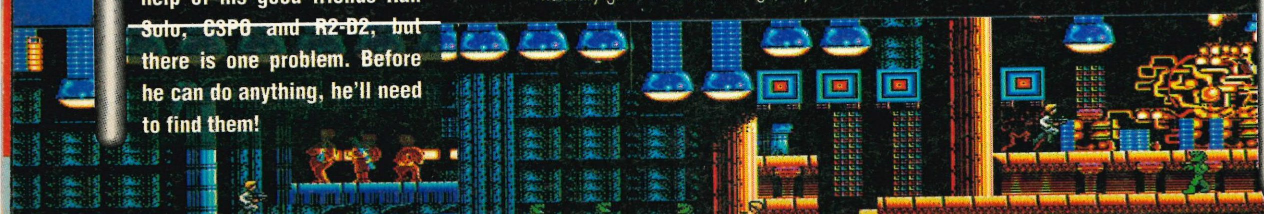


Follow the arrows and you could be on your way to finding R2-D2. Jumping into the arrows gives you extra jumping power and takes you to part of the level you couldn't normally get to. Be careful though, they sometimes take you too far!

GAME GEAR

When Luke Skywalker decided to search for Obi Wan Kenobi, he didn't quite know what he was letting himself in for. Kenobi is the best tutor as far as warrior training goes, but Luke will have to prove himself in other ways if he wants to be a part of the force.

Fighting vicious Storm Troopers is only part of the job. Kenobi has assigned Luke to the most dangerous mission ever. Princess Leia has been captured by Darth Vader, who is holding her hostage on the Death Star. Unless she is rescued, her life could be gravely endangered. Entering the Death Star will take lots of courage, but Skywalker is just the man the force needs. To rescue Leia, he'll need the help of his good friends Han Solo, C3PO and R2-D2, but there is one problem. Before he can do anything, he'll need to find them!



GAME GEAR



STAR WARS

US GOLD ● £27.99 ● OUT NOW

CART SIZE 4Mbit
PLAYERS...............1
STAGES...............10
SKILL LEVELS.........2
FEATURES...........n/a
CONTACT
US GOLD © (021) 6253388

Button 1 allows any of the sprites to fire and button 2 allows them to jump. By holding down button 1 you can also gather up speed to run. Pressing start allows you to enter the pause screen.

ACTION — STRATEGY

GRAPHICS 87%
▲ Lots of different scenes with many different characters and backgrounds.
▲ The Millennium Falcon stage looks especially good as the asteroids seem very realistic.

SOUND 90%
▲ This features all the original Star Wars soundtracks and it sounds almost the same!
▲ Realistic spot effects that sound brilliant as they are coupled with atmospheric tunes.

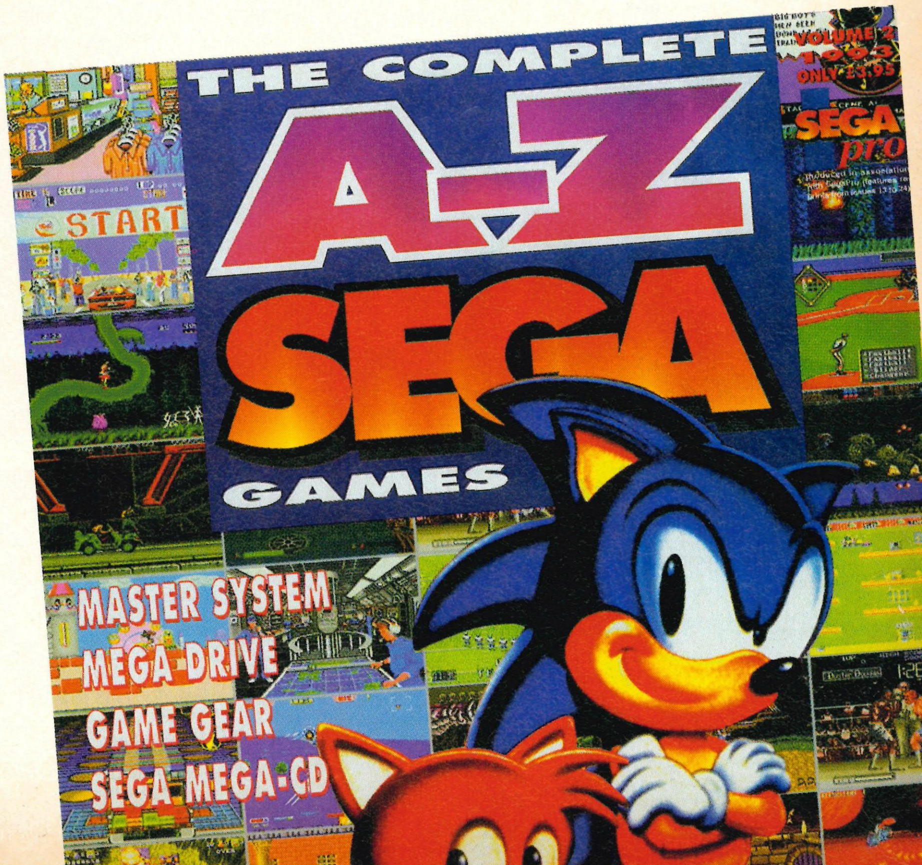
GAMEPLAY 89%
▲ Many different styles of gameplay in one cart, very unusual for the Game Gear.
▼ Controlling the sprite in some parts of the game can be a bit too tricky.

CHALLENGE 89%
▲ As there are ten stages, this isn't a game that you'll finish within hours of buying.
▼ No password or save option, so you'll have to start from the beginning every time.

PROSCORE 90%

A brilliant action/strategy adventure that should suit all types of hand held owners. Deeply engrossing and highly addictive from start to finish.

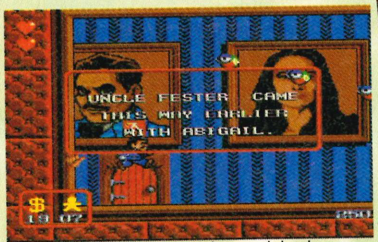
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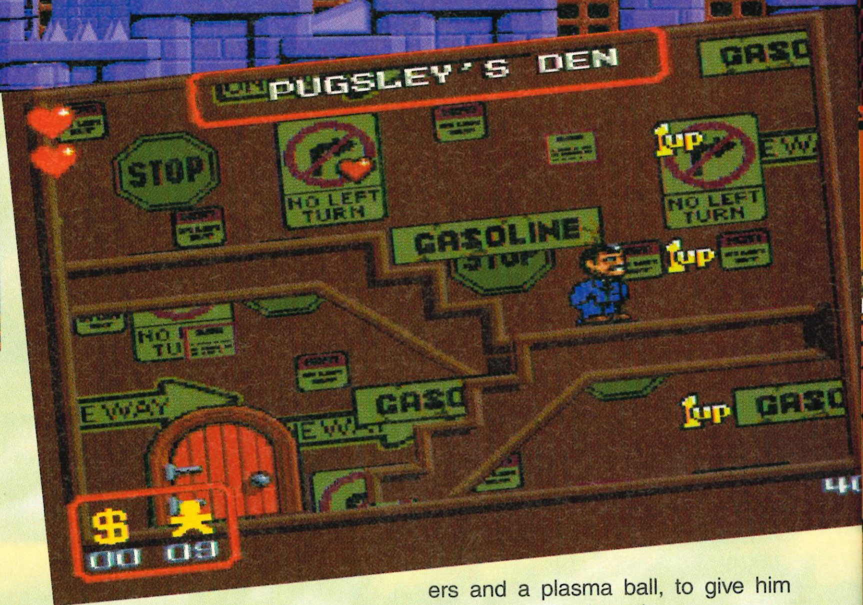


The Addams Family live in an eerie mansion on a deserted hill. They're a quiet lot and keep themselves to themselves most of the time. However, they don't fit in with the rest of the population too well. Apart from looking like death warmed up, the family have many strange habits, such as keeping pet spiders. As you can imagine, the local busy bodies don't take too kindly to this and are preparing to take action.

Abigail Craven wants the Addams Family out of their mansion at any cost. She has cast a spell on Fester Addams and has taken over the family abode, scattering members of the family across hidden rooms. However, Craven was so obsessed with owning the mansion, she forgot to capture Gomez. He's already sussed out the dastardly plan and is out to stop Craven any way he can!



If you see an A anywhere in th level, jump into it and you'll be provided with a clue.



The Addams Family may be new to the Mega Drive, but it was released on the SNES almost a year ago. Hailed a great alternative to *Super Mario World*, it received rave reviews from just about everyone. The Mega Drive version is almost identical to the SNES release, so it already has some points in its favour!

As Gomez, your adventure begins outside the house. You can choose to explore the grounds, or enter the mansion. Although there are many ghouls to destroy in each level, your ultimate aim is to rescue the rest of your family. They are captured within the rooms of the house, guarded by Craven's evil monsters. To reach them, Gomez will have to find the secret room they are hidden in.



Although on the surface it may seem as if there are only six levels (this is the amount of rooms in the mansion) this adventure is absolutely huge. Each room leads to more levels and it's very easy to get lost. Bonus rooms can be entered as many times as desired. They are scattered around the house and contain power-ups and money, although what you're going to do with the cash is anyone's guess. Gomez can pick up swords, flying hats, trainers and a plasma ball, to give him extra strength, along the way.

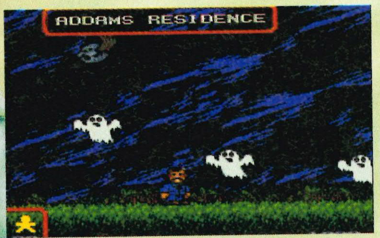
In addition to the traditional arcade action, slight puzzle elements have been incorporated into the adventure. You'll often find yourself up against a dead end, only to realise you should have flicked a switch at the beginning of the level. This is slightly annoying, but you're not left totally clueless. Boxes with the letter A are strewn around each level. By jumping on these, Gomez can discov- e r vital



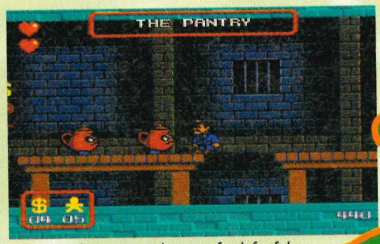
The conservatory levels starts off very easy, but soon becomes very tough. This is the same with all the levels and if you get killed more than three times, you'll find yourself back in the hall of stairs. This means going through the rigmarole, yet again!







The Addams Family may have a strange affinity with the dead, but they still get hurt by ghosts!



If you go to the very far left of the kitchen, it will lead on to a secret room full of bonuses!





Once you've found the secret switch in the kitchen, you'll be able to go inside Granny's stove. Within the oven are lots of fire levels. They're really difficult to get through, but at the end of them, you'll find Granny imprisoned. Set her free!

clues needed to solve puzzles and will be informed if he's near to rescuing a member of the family.

Although there's a massive amount of graphical variety between levels, gameplay can become slightly monotonous and you could find yourself wading through the depths of the mansion, not having a clue where you're going. This wouldn't be so bad, but many of the levels are long.

The humorous graphics are kept fairly simple, but there is an amazing amount of different sprites and backgrounds as each room has a different theme. The variety in these graphics, from kitchen to games room, etc, gives a refreshing change.

The Addams Family is a brilliant, addictive adventure that will keep you going for ages. It may not have the polish of other platform adventures, such as *Tiny Toon Adventures*, but it is certainly great value for money. If you like a challenge and love arcade adventures, try it! You could do a lot worse.

● **Sam "Elvira" Hickman**

PROTIP



Try to find the secret room in the hall of stairs! Go to the very far left of the bottom floor, then press up! You should find yourself in Puggsley's den!



s Family

I WANT A SECOND OPINION

I relish a challenge, particularly when it comes to platform adventures. *The Addams Family* really seems to have it all. There are hundreds of levels with loads of bonuses to collect and superb graphics too. As Sam mentioned, the SNES version was a huge hit and I enjoyed playing that.

The two versions look virtually the same, but when you take to the controls, you notice a slight difference. This Mega Drive version is definitely tougher to play than that of the SNES. I would recommend this game to anyone that has lots of time, patience and doesn't mind losing themselves in mazes for hours on end.

JASON

SPOOKARAMA!

SWORD



If Gomez finds this power up, he can use it to slash any unsuspecting ghouls. Without it, he can only jump on them.

TRAINERS



Although this is not Gomez's style, pairs of trainers are hidden around each level. They give Gomez extra jumping ability, especially useful for out of reach bonuses.

PLASMA BALL



The plasma ball can be rolled at any enemy and will kill them immediately. Extremely useful, even though it doesn't last very long.

FLYING HAT



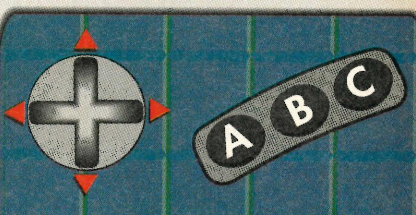
A flying hat can be found outside the mansion. If Gomez puts it on, he will be able to fly for a limited amount of time. This is useful to reach the chimneys and the secret room in Puggsley's den.



THE ADDAMS FAMILY

ACCLAIM ● £39.99 ● OUT SEPT

CART SIZE 8Mbit
PLAYERS 1
STAGES 70
SKILL LEVELS 1
FEATURES .....password
CONTACT
Acclaim ✆ (071) 3445000



Pressing B will allow the sprite to jump. If Gomez has a weapon such as a sword, button A will allow him to use it. The d-pad moves the sprite around the screen.

ACTION / STRATEGY

GRAPHICS 82%

▲ An amazing amount of variety between levels, as each scene has different graphics.
▼ Most sprites are animated in the same way and Gomez has rather limited moves.

SOUND 80%

▲ Power up and you'll hear the original, and totally atmospheric, Addams Family music!
▲ Each level has a different tune, but they tend to become annoying after a while!

GAMEPLAY 83%

▲ Loads of levels, plenty of bonuses, millions of secret rooms and lots of power ups!
▼ Can be slightly boring at times, as each level is very long and you're given little guidance.

CHALLENGE 87%

▲ Even if you knew where the family were kept, it would still be difficult to finish.
▲ Totally addictive and although it's tough, there are plenty of restart points and continues.

PROSCORE 84%

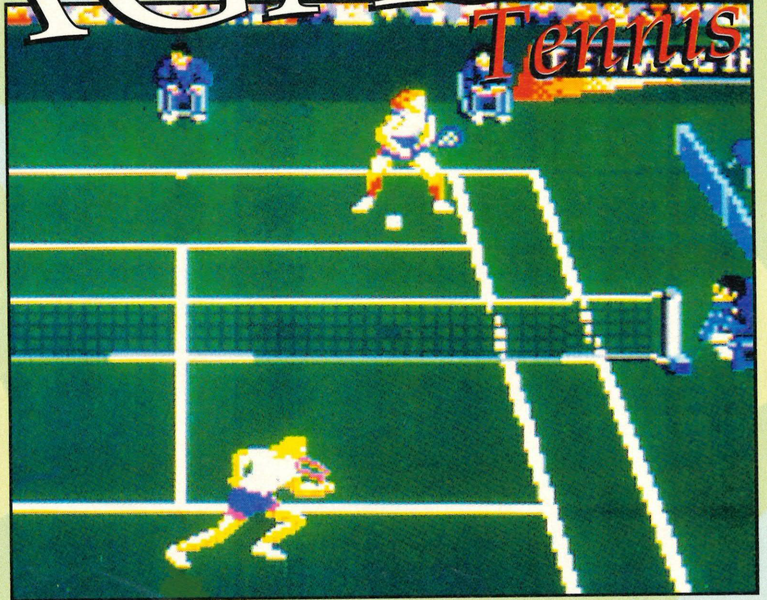
Not the best platformer around and its style has been seen before. However, the super graphics and huge gameplay area make it instantly appealing.



Andre AGASSI Tennis

Timing your shots so that the ball flies past an opponent is all part of the skill involved when it comes to the English sport of lawn tennis. There is one particular star who not only plays well, but has a huge fan club. Andre Agassi's prowess on the ball is unmatched with artistic flair screaming over the net every shot. As a major TV advertising target for companies such as Nike and Nescafe, this video game just had to be on the cards eventually.

When it comes to a license such as this, part of the novelty is being able to take the place of a major hero. Andre is certainly a star and besides being a bit of a lady's man, he's very good at tennis.



A tense moment in the match arises when the half-time break is approaching and the barley water is being poured. Agassi makes the first move and lunges towards the umpire's seat, just dying to get out of this rather sad game. Who can blame him?

PROTIP Use one of the weaker players before you progress onto Andre Agassi and you should be able to master the basic strokes quicker.



Now this is more like it. A tense, thrilling match pitting bat against ball and man against woman, I think!

Reviewed on the Mega Drive and Master System, *Andre Agassi* Tennis has popped up right across the board on Sega consoles. A portable version just had to come along sooner or later. Tecmagik's final attempt with Andre is here to play, but there have to be serious questions whether it's here to stay.

There are several options including court surface, singles or doubles and match or tournament. You have the choice of watching a game and effectively learning how to control your player. In theory, this could work, but it doesn't and is a wasted option. Having a password system or the like implemented would have been far better.

The umpire, crowd, court and players are so well detailed that they keep your interest at a reasonable level. Accustoming yourself to the gameplay requires some patience, so the few added touches in the graphics help. The sound is absolute drivel and must have been recorded through a cheap condenser microphone! The main theme sounds dreadful and the limited sound FX do nothing to enhance the gameplay. Lots of atmospheric cheering and ball contact effects would have lifted the aura somewhat!

There are major flaws. The skill level between opponents is hardly noticeable and the controls are very difficult to get to grips with, making the challenge a bit of a joke.

As is the case with several Game Gear tennis sims, they give you a stinking headache, and this is no exception. Even playing it with the Magni-Gear doesn't help. A far better option would be to play the Master System version through the Gear Converter. Tennis fans are bound to enjoy having a bash, but major flaws are evident and more noticeable on a machine where a game stands or, in this case, falls on its gameplay alone.

● Jason "smashed" Johnson



The minimum height of the net is three and a half feet.

GAME GEAR

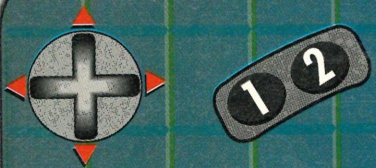


ANDRE AGASSI TENNIS

TECMAGIK ● £27.99 ● OUT SEPT

CART SIZE	2Mbit
PLAYERS	1
STAGES	10
SKILL LEVELS	1
FEATURES	n/a
CONTACT	

Tecmagik © (071) 2432997



Buttons 1 and 2 are used to smash, volley, forehand and backhand the ball whilst the D-pad moves your player around the screen. Controls are responsive, but it's very difficult to hit the ball every time.

ACTION / STRATEGY

GRAPHICS 62%

▲ The idea of having a scrolling court on the Game Gear is an ambitious idea, but...
▼ ...it doesn't really work as it makes returning the ball from a serve too difficult.

SOUND 15%

▼ Yuk, what a nauseating intro that does nothing to create a sporting atmosphere.
▼ Hardly any in-game spot FX, no crowd cheers and a horrible ditty between each game.

GAMEPLAY 47%

▲ Forehand, backhand, smash and lob have been included to offer enough moves.
▼ It's far too difficult to begin with is very annoying to get used to the controls.

CHALLENGE 60%

▲ There are enough court surfaces, players and a long tournament to keep you going for ages.
▼ There's no password system and no way of changing the hard difficulty level.

PROSCORE 48%

A tennis game without a password is in trouble right from the word go. Agassi Tennis isn't the release we hoped for and is probably the worst of the bunch.

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After spending your youth growing up with inferior mortals, who were extremely boring as they didn't possess your superior mentality and strength, you have come forward to claim your rightful place in Mount Olympus, home of the Greek gods. However, Zeus had a few too many offspring and now 32 of his sons, of which you are one, must battle it out for the right to sit alongside him.

The ultimate prize is exceptional and the challenge is what you have spent the past years preparing for, but only one of the immortal stepbrothers will get the chance to fight the ultimate battle against Zeus. Only then will they win the right to all heavenly desires. First, though, there's a matter of 1000 lands to use as godly playgrounds.

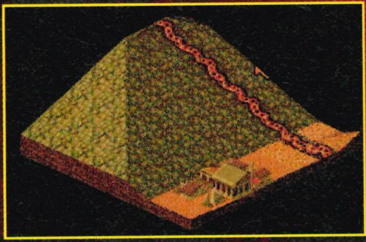
Populous was released over in late 1990 and was welcomed by a strategy starved audience. It had its limitations: in fact, it wasn't that good. After a severely long delay (almost two years after the Amiga release) the superior sequel, *Two Tribes*, is now ready for the Mega Drive.

Populous II has been aptly renamed to *Two Tribes* as in each land, there are two tribes; your tribe in blue and the opponent's in red. The aim is to increase the population of your people while reducing your foe's population to zero. It isn't as easy as it sounds as your opponent will fight back!

PROTIP Sprog early, sprog often! Press B on your settlements to force some of the inhabitants to move out and build new settlements.



The custom game mode was really only designed for two-player computer challenges. This allows you to design the landform and customise the rules before playing each game. On computer, as there was a two-player option, this was fine, but there's little point to custom games on the Mega Drive as most players will only find a challenge in the conquest game, where the CPU sets the rules and the ultimate challenge is to defeat Zeus.

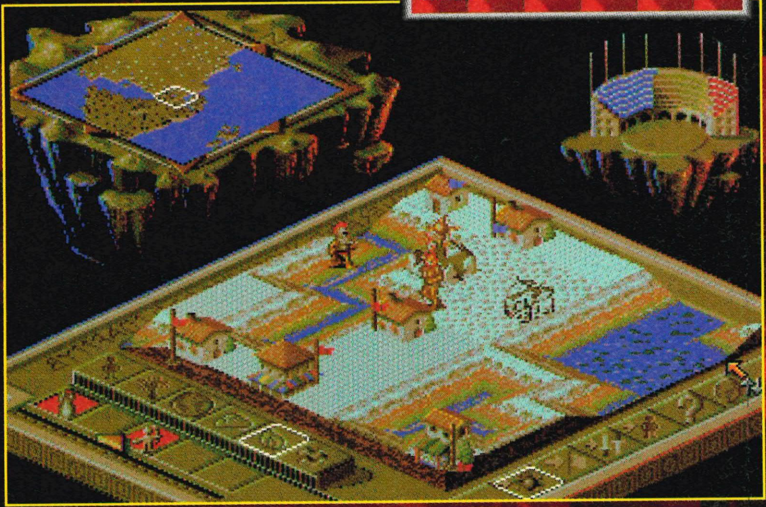


Volcanoes are the most enviromentally destructive effects that can be administered to an opponent's land!

In early levels of the conquest game, you may only have the use of some Earth and People effects, but in later conquests, more powers become available as your skill grows. These other "divine intervention" effects include Fire, Water, Vegetation and Air. This may sound ideal, but the opponents become more cunning, and they too, have additional powers to play with.

Starting on a landscape filled with land, water, trees and rocks, you must grow your population by flattening land by raising or lowering it. Your people will build homesteads on flat landscapes and, in humble appreciation, will regularly offer you mana that can, in turn, be used to perform disaster effects in opponent's settlements.

This build and destroy process

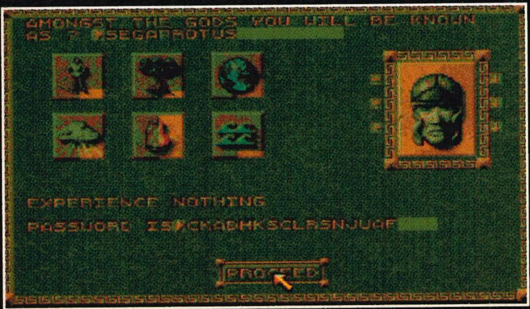


The map in the top-left highlights good and bad settlements and shows which area the close up view covers. The top-right gives an indication of your population. The control icons, left and right of the view, are accessed by pressing START.



Armaggedon has been requested and all people meet at the centre of the world for a massive showdown.

MEET THE HEADS





TWO
POPU

The original *Populous* was released on 31 August 1990.



OH, MY GODS!

There are three types of people: Worshipers, Leaders and Heroes. You can change your Leader into a hero as soon as your mana allows. Once you create a hero, you must use the Go To Papal Magnet Icon to select a new leader. The Heroes are:



PEOPLE – Perseus
Perseus is the most intelligent of the greek heroes. He is strong and skilful soldier who attacks Bad settlements.



VEGETATION – Adonis
Recognisable by his head of leaves, Adonis divides after combat. This multiplies your number of heroes roaming the world.



EARTH – Heracles
Double your leader's strength by turning him into Heracles, who is sent crusading into the enemy's territory.



AIR – Odysseus
He is the fastest of heroes, so if you want a job done quickly, he's your man. Attacking your opponent's in a flash!



FIRE – Achilles
Achilles is also a fast runner. His head of flames will start fires and destroy anything in his path especially Red settlements.



WATER – Helen Of Troy
Now, Helen is a good hero to have. Like the Pied Piper, she will lead your enemy's worshippers to a watery grave.

I WANT A SECOND OPINION

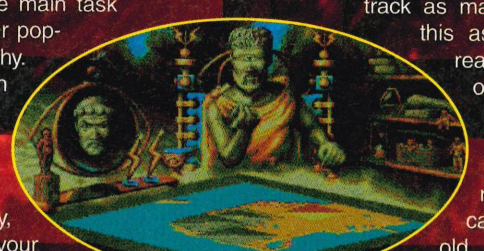
Few games on the market offer anywhere near as much gameplay as this. There is so much to think about and with 1000 levels to complete, you could spend months before seeing the end sequence. If this is for you, you're going to be impressed with what Virgin have turned out. The atmospheric qualities are superb and even the minute sprite details are amusing.

There's just so much to do that it may be a bit overwhelming to some, but those who enjoyed *Populous II* on the Amiga will find it a refreshing change for the Mega Drive.

JASON

embodies the main gameplay. If you don't have enough people, you will have less mana with which to perform effects and your opponent will find it easier to destroy your settlements. So, the main task is to keep your population healthy.

As you can probably guess, if you keep on top of things, the game is easy, but when your opponent starts fighting back, it's hard not to start becoming confused on priorities.



Each conquest earns you experience points that can be used to increase your power in a particular discipline. The capability of each effect depends largely on this experience factor.

When performing effects, you can hear the fire cracking, the earth quaking, the storm brewing or the water splashing. Virgin have been very brave by not including a soundtrack as many will find this as a solitary reason to slag off the sound. However, if you want rave, classical or plain old rock, you could turn on your stereo and listen to the music of your choice. I'm sure that good use has been put the memory that a soundtrack would have otherwise filled.

Being a fan of *Populous II* on the Amiga, I have been looking forward

TRIBES
LOUSII



While the blues are creating a new leader (top-right), Zeus decides that it's time to send in one of his own effects (centre).



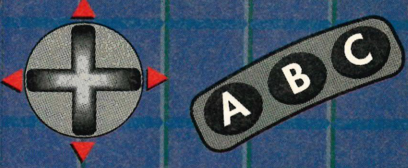


TWO TRIBES: POPULOUS II

VIRGIN ● £44.99 ● OUT SEPT

CART SIZE	8Mbit
PLAYERS	1
STAGES	1000
SKILL LEVELS	1
FEATURES	password
CONTACT	

Virgin ✆ (081) 9602255



The D-pad scrolls you around the landscape, while pressing A executes an effect. B is used to lower land, sprog, or cancel an effect. Start toggles between landscape and icon select mode. In icon select mode, the D-pad is used to highlight an effect while A selects it.

ACTION

STRATEGY

GRAPHICS 92%
▲ All the graphics are clear enough to enable you to know exactly what's happening.
▲ Each effect is well represented with a small animation of the disaster.

SOUND 93%
▲ No annoying music, just great and well-timed sound effects when you unleash effects.
▲ If you want background music, turn on your stereo and have the music of your choice!

GAMEPLAY 87%
▲ All the power that you'd expect to be endowed with, as a god, is available to you.
▼ The simple sequence of building and destroying becomes monotonous.

CHALLENGE 91%
▲ Every time you play a level, the game differs as there is a naturally random element.
▲ The gameplay becomes progressively harder as your opponent's strength increases.

PROSCORE 88%

It's an old game, but the conversion is well implemented, with all the original features, replica graphics and simple, but effective, sound effects.

Bullfrog, also programmed *Powermonger* – EA's forthcoming debut Mega-CD release!

FANTASTIC DIZZY™



The evil Zaks, a wizard with an attitude, has cast a black spell over Dizzy's homeland. This has left the population of the planet in trouble, no-one more so than Dizzy himself. His girlfriend, Daisy, is being held prisoner in the wizard's castle and all the creatures have turned against him. The added problem of rescuing his friends, who have been put under a magic spell, doesn't make for a promising future. And so the fantastic adventures of Dizzy begin.

To save the world, and indeed himself, Dizzy must bring normality back to its natural inhabitants. To do this he needs to find numerous items scattered about the place, and this is not an easy task. Daisy is a patient girl, but isn't going to wait for her Dizzy love for ever. So, hurry up and gather your yolk, it's time to roll into a few fantastic adventures.



Dozy Denzil tried to defrost the freezer the other night. Instead of turning it off, he turned it up and fell in. Brrrr!

PROTIP However tempting it may be, don't collect the food unless you really need it. It's far better to save it for later in case you run low on energy when you're passing through next time.



Clearly the best way of relieving tension is to have a long, relaxing game of *Fantastic Dizzy*. There's no better way to play it than while you're sitting in the forest or travelling in your parent's car, especially when you're going on holiday! Dizzy is at long last portable and ready to test your batteries to their limit.

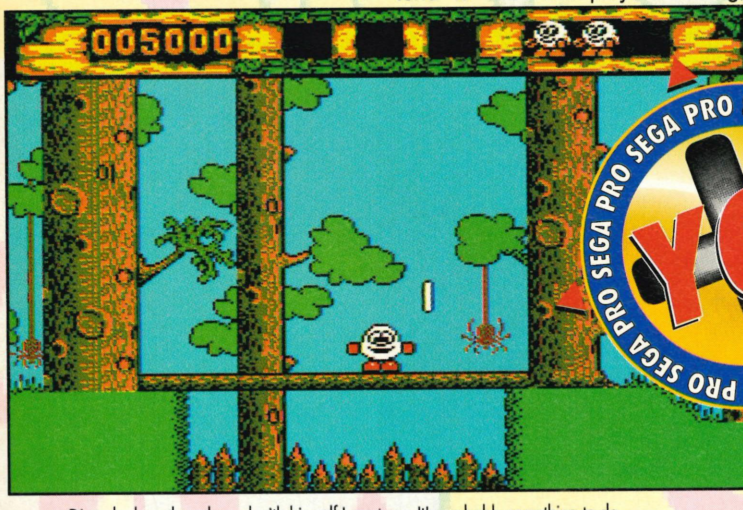
Few platform adventure games tend to offer GG players testing, puzzle elements. This is where *Fantastic Dizzy* comes into its own as puzzle after puzzle presents itself. Not only does this create a taxing style of gameplay, it keeps the interest level to a maximum too.

Your objective is to find each of the 250 stars in the various levels and rescue your girlfriend, Daisy, from Zaks, the wizard. Along the way, you encounter baddies to destroy, sub game-puzzles to solve and more than 60 mini-puzzles to suss out. This may sound incredibly demanding, but everything about the game is so addictive and playable that the size doesn't matter. At least it offers value for money, for a change.

Not only does *Fantastic Dizzy* play well, the graphics and sound create an ideal atmosphere. The levels are brightly coloured and the sprites look realistic, acting in a jolly manner as they move about the screen in all kinds of directions. To polish the presentation off, the sound is great as it changes constantly to match whatever scenario appears.

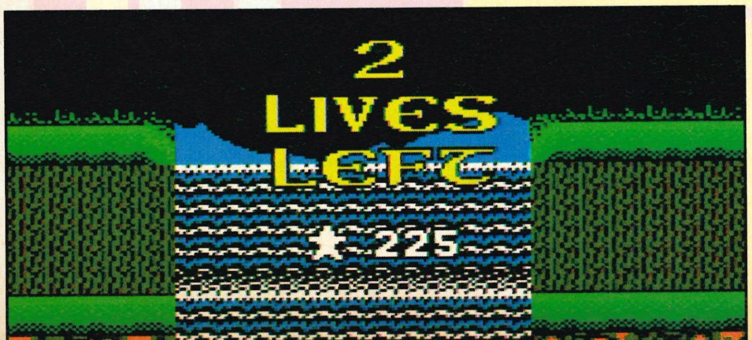
Despite being an aged celebrity, Dizzy is new to Sega systems and the novelty factor is likely to entice huge numbers of Game Gear owners. Don't be caught without it!

● **Jason "wheee!" Johnson**



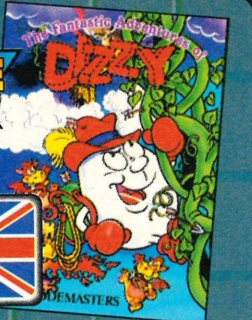
Dizzy looks rather pleased with himself I must say. It's probably something to do with the yolk he's just cracked. In the meantime, Mr Spider has dropped in to say hello, but as he will find out, spiders aren't the friendliest of creatures.

SEGA PRO SEGA PRO SEGA PRO SEGA PRO YO!



Piracy was suppressed by Pompey, a great Roman general.

GAME GEAR

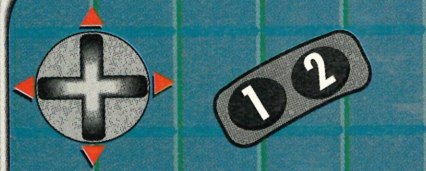


FANTASTIC DIZZY

CODEMASTERS ● £29.99 ● OUT OCT

CART SIZE	2Mbit
PLAYERS	1
STAGES	10+
SKILL LEVELS	1
FEATURES	n/a

CONTACT
Codemasters ✆ (0926) 814132



Button 2 makes Dizzy jump or it activates a selected special item. Button 1 opens the inventory and picks up an item. The D-pad moves Dizzy around in the normal directions.

ACTION — STRATEGY

GRAPHICS 92%
▲ Each background has been carefully detailed and coloured to give the desired effect.
▲ Animation and scrolling throughout the game is very smooth and even humorous.

SOUND 91%
▲ From the title to the final credits, background tunes keep the action rolling.
▲ Some of the tunes are very humorous, especially the jolly jaunt on the Pirate Ship.

GAMEPLAY 89%
▲ The clever inventory select screen and ease of control makes Dizzy simple to pick-up.
▼ Dizzy tends to lose too much energy at times, which is furiously frustrating.

CHALLENGE 92%
▲ An ideal difficulty setting has been achieved making this game suitable for young and old.
▲ The sheer size of this game will keep you playing for days on end, and more.

PROSCORE 92%

It's exciting, puzzling, well presented, hopelessly addictive and with its endless puzzles and humour, this platform adventure is sure to be a winner.

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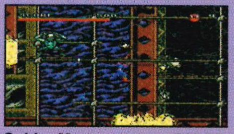
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SHORT REVIEWS

ROUNDUP RR ROUNDUP

MEGA DRIVE

SHINOBI III

SEGA ● £39.99 ● OUT SEPT

You are Joe Musashi, fighting against the Neo Zeed, long time sworn enemies of the young master in ninja fighting. Once again, it's time for the proven hero to fight through level upon level of treacherous armies with the rival ninja.

Already reviewed in SegaPro#17, *Shinobi 3* has certainly taken its time to arrive. It was with eager anticipation that the cart was inserted, hoping for something special as its predecessors were so good.



The recognisable characteristics have been included: special ninja powers, lots of baddies and a whole host of assorted backdrops give that distinctive oriental quality. There is a problem with this, though, it's far too similar to the first two games and, if you've played them, this is likely to be a disappointment as it's not that much different really.

The graphics are very good with clever 3-D sections and background interaction. Large makes up a well presented release.

Shinobi III is a good game in its own right, but it's far too much of the same and it's easier than the previous two. If you've not played a Shinobi game before and enjoy platform adventures, this should be checked out.

80%

MEGA DRIVE

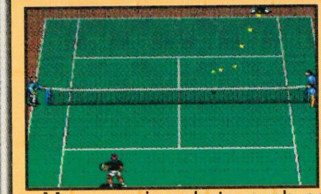
WIMBLEDON

SEGA ● £39.99 ● OUT SEPT

There's nothing quite like a day at Wimbledon. Strawberries and cream, celebrity players and torrential downpours between sets. More often than not, you return home from a hard day's work and settle down to watch the box. The Wimbledon Championships is a highlight, but only during July, which is why *Wimbledon* on the Mega Drive hopes to become an all-year sport!

The first tennis game on the market that used any kind of multi-player adapter was *Super Family Tennis* for the SNES. The Mega Drive's multi-player smash is *Wimbledon.* Not only does it allow you and three mates to thrash it out on the screen, but numerous options have been combined to offer one of the best tennis sims to date.

It's all here – the sound of a clapping audience, players becoming just a little frustrated when they mess up and jumping for joy after a smash hit! The game is well presented throughout what with a neat range of intro and options screens, the Wimbledon scoreboard and three playing surfaces to choose from.



Many varying shots, such as the strong lob, normal lob and smashes, have been included. The 32 players have their own individual attributes and the realism is high. A great tennis game that should last and last.

80%

MEGA DRIVE

INTERNATIONAL RUGBY

DOMARK ● £39.99 ● OUT OCTOBER

There haven't been many rugby releases, probably because big tough rugby players, and the like, aren't renowned for playing console games. Domark recently converted the computer version on the SNES and now the Mega Drive has been given the same treatment.

You must first choose your



team from the range of International teams. You're given the choice of either a friendly game, friendly tour, Five Nations Championship or World Cup Tournament.

Passing the ball to teammates is simple, as is kicking and throwing. A power meter appears on the screen for line ups or kicks and the scrums are automatically won by the team that puts the ball in. *International Rugby* is very realistic and includes all the tactics and stats of a real team, but the gameplay is poor as it's often very easy to score a try by running the length of the pitch without passing.

The lack of a fatigue factor and roaring crowd tends to ruin the initial realistic qualities. When you score a try, there is a cheer from the crowd and that's it! This is a washout and doesn't fire you up to go for more points. This is a shallow game that is unlikely to appeal to most and those who's attention it does catch may be let down.

39%

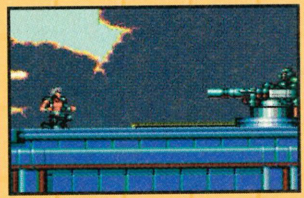
GAME GEAR

WOLFCHILD

VIRGIN ● £29.99 ● OUT NOW

The uniform of a warrior is represented by the form of a wolf. In this challenge you play the part of the wolfchild – an ultimate warrior with skin of iron and a tough head on his shoulders.

The leading sprite looks like some kind of Gladiator with humanoid figure and a humble firepower. Each of the levels is made up of platforms with the bad guys usually scattered around firing bullets at an incredibly slow rate. The fact is, the gameplay is too stale and lacks in variety as most of the opposing sprites look the same and move with no real vitality or gut. A few scattered icons give you fire ability and a few smart bombs with predictable heart-shaped energy replenish symbols illuminating just a few



of the LEDs on the display panel. Thank goodness each level has the key password that will bypass the boring and uneventful lands that have been explored before. Backgrounds are drawn well enough but there is little interaction with the scenery and frustrating repetition in climbing the gaps you fall down only reduces an already slender breaking point.

The small screen initially reveals a smart set of scenarios for *Wolfchild.* It's the lifeless action and 'rub-it-in' set of tunes that make the concept an unoriginal, old-hat affair.

55%

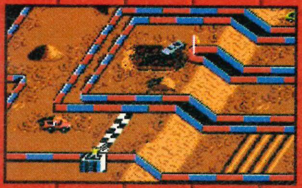
In the short reviews this month, you'll find a variety of games which we've been unable to squeeze in this issue. The most notable are *NHL Hockey '94* on the MD and *F1* on the MS – both came in too late to recieve the full treatement, but we spent plenty of time playing them nevertheless. Jason Johnson, Mark Hill and Sam Hickman give you the low-down on what you should look out for and what to avoid.

MASTER SYSTEM

SUPER OFF ROAD

VIRGIN ● £29.99 ● OUT NOW

When four soap boxes bomb around the lumps and bumps of a tarted up square patch of waste ground, the dust never settles and it's bumper to bumper all the way. It's



a crazy race where obstacles come in the shape of water ditches, ramps and sheer suicidal mounds. Only first place will put you through to the next course and if you think the computer guys are plain rookies then just getting them to choke on your exhaust fumes for the full 12 rounds!

Super Off Road has been released on many formats and the structure follows old favourites, such as *Grand Prix Simulator* from Codemasters, where a left/right rotational control method is used to guide the regular shaped 'soap' cars around an increasingly difficult layout of twisty tracks.

Along with the standard wheels, you have the chance to upgrade your power capabilities with better tyres, increased acceleration ability and some rather useful nitros. Between levels you get to visit the shop to spend the cash that comes with victory.

Controlling the cars is fairly easy with clear detail on the tracks and effective, yet bizarre, leaping and spinning as the races progress. The sprites are fairly shoddy when they collide, but the speed and bandy fun work well to produce a challenging little racing package for one or two players.

81%

MEGA DRIVE

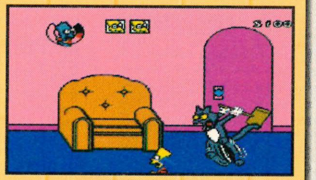
BART'S NIGHTMARE

ACCLAIM ● £39.99 ● OUT NOW

The Mega Drive has already seen one Bart adventure and it was an instant success! Since *Bart v the Space Mutants*, Bart has become somewhat of a console star. He's even made a cameo appearance in *Krusty's Super Fun House*!

Bart's second adventure is very much like his first. Action takes place in the street and he must avoid his little sister, old ladies and the likes. However, this time, Bart has fallen into a deep dream. To wake him up, you'll have to collect each of the homework pages littered around the street. Each time you pick up a page, Bart will have to face a different nightmare. These range from creatures, such as giant mice, armed with sledgehammers and a Bartosaur (a Bart dinosaur), who are out to destroy the world!

Although the graphics remain true to The Simpsons cartoon counterparts, you can't help wondering if this is aimed primarily at



young children. Gameplay is very simple and although you'll have to face many level bosses, experienced players should find this no trouble at all.

If you liked the first Bart episode, this is bound to please you again. However, if you've never seen Bart before, don't expect anything too spectacular. Fans of the cartoon series will find that the game's appeal is from the way that it captures the Bart feel.

75%

MASTER SYSTEM

F1

DOMARK ● £29.99 ● OUT OCTOBER

The success of *F1* on the Mega Drive derived from brilliant polygon graphics and incredibly fast speeds. The MS version uses the basics from *F1* though a lot is missing due to memory restrictions.

F1 looks and plays very much like the vintage *Pole Position* and *Pitstop* releases with basic track circuits that only differ in their patterns of corners and straights. There are a few bridges and ridges, but the circuits generally lack the track features and backgrounds that captured the Grand Prix atmosphere so well on the MD.



During a race, there is a split-screen head-to-head option, with a racing pitstop and car set-up options to keep the racing theme focused on the F1 Championship. Sadly, there are only eight circuits to race on and pitstops merely require stopping in the middle of the track and waiting to be automatically pulled to the verge for new tyres. It's all very basic and unatmospheric.

Controlling the cars is very rugged with jerky corners making life very frustrating as you'll need to almost stop when you take on the sharp bends. The familiar drones and squeaks of throttle and brakes just take us back to the days of early racing sims that sported basic ideas. You won't find anything special here.

61%

MEGA DRIVE

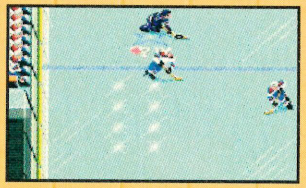
NHL HOCKEY '94

EA ● £44.99 ● OUT OCTOBER

Few games are as exciting as *NHLPA Hockey '93* and EA Sports have gone one step better with the 1994 version. More stats, added options and extra teams have been included, giving fans something extra to get excited about. If you've never played *EA Hockey* or *NHLPA '93*, let's just say it's time to crawl out from under your rock and plug into this one!

A profile system made up of 144 players lets you decide who you're putting in your team before the initial face off. Then it's time to hit the ice as the organ bursts into life with one of its 72 pieces of music. The side shows and special effects of this game are better than the previous two versions and added moves make it the most realistic game to date, or so we initially thought.

There are problems in that the gameplay leaves a lot to



be desired, despite being considerably faster. Bashing into the goalkeeper and following up with another player appears to be the simplest way of scoring. This may be realistic enough, but the big attraction of NHLPA was the tricks you used for scoring. This is a good game, but it's not EA's best hockey release – the '93 version is much, much better.

74%

THE PROFILE

SEGAPRO is Britian's first Sega magazine to comprehensively cover both official and import games. Our experience and knowledge is crammed into each game review. We know more about Sega games than anyone else and that is reflected in the quantity and quality of the information we provide each and every month.

Definitive? Well, we think so. You won't find a more extensive guide in any other magazine. Every month, we'll update the listings, with all new entries highlighted. Many game ratings will change to reflect long-term interest and dating – most games become less impressive as technology develops and newer games become available. Each game rating is what we think now, not what we thought when the game was first released.

Regular readers will be aware that ProPick has been replaced. We now print our Top 100 Sega games every month and all ProYo! games (scoring 90% and over) will be highlighted in red throughout the file.

PRO CHARTS

Not only one, but three charts from the big game retailers Virgin Mega Stores, HMV and Our Price on Mega Drive, Master System, Game Gear and, when it is in full swing, Mega-CD.

PRO SCORES

Send in your high scores for any game that you think you've mastered. Every month we'll print a list of games that we want high scores for. An overall winner, as judged by the Pros, will receive a SEGAPRO T-shirt!

PRO TIPS INDEX

MEGA DRIVE

MASTER SYSTEM

MEGA CD

THE PRO

There are 726 Sega game reviews in this month's pages, charge £2.95 and call it a Summer Special proving that there's only one place to look if you w

MEGA DRIVE ▼ MEGA DRIVE ▼ MEGA D

1943
IMPORT
Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated, but still fun. 64%

688 ATTACK SUB
SEGA £39.99
Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 68%

ADVANCED WW2 SIMULATOR
IMPORT
This is one difficult game to play. You'll need a strong knowledge of the Japanese language. Pity really, because there's a great game hidden behind it all. 66%

AERO BLASTERS
IMPORT
Too short and easy. Just another shoot-'em-up. Simultaneous two-player is fun, but there are better games in the genre. 62%

AFTER BURNER II
SEGA £34.99
Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 62%

AIR DIVER
IMPORT
Similar to *After Burner II* in both looks and playability. It has more challenging play with a wider variety of opponents and tough guardians. 73%

ALESTE (MUSHA)
IMPORT
This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 77%

ALEX KIDD IN ENCHANTED CASTLE
SEGA £19.99
This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

ALIEN 3
FLYING EDGE £39.99
May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the beginner. 77%

ALIEN STORM
SEGA £19.99
This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics good, but it'll all be over too soon. 74%

ALISIA DRAGOON
SEGA £19.99
Alisia Dragoon is one tough chick. You must help her through eight stages in the style of *Valis*. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST
SEGA £34.99
The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... 48%

AMBITION OF CAESAR
IMPORT
Only for real fans of strategy games. Fortunately the graphics are excellent and will keep you enthralled for ages. Sadly, it's very hard to get into. 73%

AMERICAN GLADIATORS
IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 67%

ANDRE AGASSI TENNIS
TECMAGIK £39.99
Each computerised competitor was digitised from real life action, making this a fast and furious tennis game. Sprites are well drawn, though they move a little too quickly. 59%

ANOTHER WORLD
VIRGIN £39.99
Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 91%

AQUATIC GAMES
ELECTRONIC ARTS £34.99
James Pond, the fishy star, stars in a series of classy, but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

ARCH RIVALS
FLYING EDGE £37.99
Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 65%

ARCUS ODYSSEY
IMPORT
RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels.There's a much needed password save. 84%

ARIEL: THE LITTLE MERMAID
SEGA £39.99
Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

ARNOLD PALMER TOUR GOLF
SEGA £34.99
One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Real feeling of being out there on the course, smacking little white balls. 81%

ARROW FLASH
SEGA £19.99
This is a very vacant shoot-'em-up. The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother? 29%

ART ALIVE
SEGA £14.99
This innovative art package encourages you to draw within the confines of the Mega Drive. Only one problem: you can't save or print out the pictures. 39%

ASSAULT-SUIT-LEYNOS
IMPORT
Called *Target Earth* in the States. You are a robot who has to bash similar robots over eight moonscapes. Not much fun, but there are a few neat cheats. 42%

ATOMIC ROBOKID
IMPORT
Yet another run-of-the-mill scrolling shoot-'em-up. Definitely one for blast-'em fans who aim to collect every cart released, even if they're rubbish. 37%

ATOMIC RUNNER
SEGA £34.99
Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

AXIS
IMPORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

BACK TO THE FUTURE III
SEGA £37.99
Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

BAD OMEN
IMPORT
This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really gruesome tough nuts to kill. 71%

BALL JACKS
SEGA £34.99
A strange game if ever there was one. Stealing spheres from your opponent's robot starts is fun at first, but soon becomes a futuristic bore and very, very tiresome. 28%

BART VS THE SPACE MUTANTS
FLYING EDGE £39.99
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%

BATTLETOADS
SEGA £39.99
This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 39%

BATMAN
SEGA £39.99
This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 78%

BATMAN RETURNS
SEGA £39.99
Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%

BATMAN: REVENGE OF THE JOKER
IMPORT
Better than all the other Sega versions put together, which isn't saying much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. 82%

BATTLE GOLFER
IMPORT
A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

BATTLEMASTER
IMPORT
Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

BATTLE SQUADRON
ELECTRONIC ARTS £39.99
Its one advantage over other shoot-'em-ups is toughness challenging evenost gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

BEAST WARRIORS
IMPORT
Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

BIMINI RUN
IMPORT
A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

BIO-HAZARD BATTLE
SEGA £39.99
With colourful, atmospheric graphics and a high difficulty setting, this has all it takes, but there isn't anything new in the way of gameplay. 68%

BIO SHIP: PALADIN
IMPORT
Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

BLOCK-OUT
ELECTRONIC ARTS £19.99
Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%



BOB
ELECTRONIC ARTS £44.99
A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 59%

BONANZA BROS
SEGA £19.99
Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in two-player mode you'll soon have it completed. 58%

BUCK RODGERS
ELECTRONIC ARTS £39.99
Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big challenge. 82%



BUBSY
ACCOLADE £39.99
Guide Bubsy around his back garden. The cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts doubt over lastability. 81%

BUDOKHAN
ELECTRONIC ARTS £39.99
The presentation builds up a terrific atmosphere. It's a shame that beneath it is a shallow beat-'em-up with few opponents and limited moves. 56%

BULLS VS LAKERS
ELECTRONIC ARTS £39.99
Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

BULLS v BLAZERS
ELECTRONIC ARTS £39.99
A very realistic basketball sim – fast and superbly simulated. The variety of shots, dunks and slams give you a wide choice of options making the game a very playable affair. 89%

BURNING FORCE
IMPORT
A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times too. 28%

CADASH
IMPORT
A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

CALIBRE .50
IMPORT
Vertical shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre .50*, sadly, is very mediocre. 33%

CALIFORNIA GAMES
SEGA £19.99
All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

CAPTAIN AMERICA AND THE AVENGERS
SEGA £34.99
Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

CAPTAIN PLANET
SEGA £39.99
Join the Planeteers in a typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 39%

CASTLE OF ILLUSION
SEGA £39.99
If you haven't got this, what have you been doing? This game has everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. 93%

CENTURION
ELECTRONIC ARTS £39.99
A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

CHAKAN
SEGA £39.99
Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. 76%

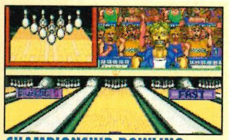
CHAMPIONSHIP PRO-AM
IMPORT
This is a cross between *Super Off Road* and *Super Sprint* with good

FILE

Profile. We don't pad it out to 100
It doesn't cost you a penny extra –
nt to be totally in the know.

RIVE ▼ MEGA DRIVE ▼ MEGA D

isometric view of the track. The bright graphics and super little soundtrack make it appealing. 67%



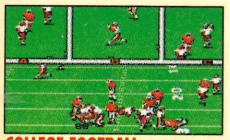
CHAMPIONSHIP BOWLING
IMPORT £37.99
An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 69%

CHIKI CHIKI BOYS
SEGA £39.99
This is *Mega Twins* and it's far too cute and far too easy. Younger players should find a challenge hidden within, but this platform adventure offers very little. 44%

CHUCK ROCK
VIRGIN £39.99
Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 79%

CLUE
IMPORT
Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. 76%

COOL SPOT
VIRGIN £44.99
Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 93%



COLLEGE FOOTBALL
ELECTRONIC ARTS £44.99
A half way experiment between Madden'93 and '94 that allows you to play college teams against the all-time greats with more strategies and an updated presentation of the playing moves. 91%

COLUMNS
SEGA £29.99
Such simple puzzle games as this never seem value for money, but when you play them for as long as you'll be playing this it all becomes clear. 82%

CORPORATION
VIRGIN £39.99
A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 90%

CRACKDOWN
SEGA £39.99
Wander around *Gauntlet*-style, shooting everything that moves. The graphics are detailed and the gameplay addictive. 77%

CRUE BALL
ELECTRONIC ARTS £39.99
Fast and furious pinball simulator. Tries to better the classy *Dragon's Fury*, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 69%

CURSE
IMPORT
It's a sad day when something as appalling as this is released. Its only purchase value is the novelty of having the worst ever shoot-'em-up. 0%

CYBERBALL
SEGA £19.99
Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

CYBORG JUSTICE
SEGA £39.99
This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 68%

DANGEROUS SEED
IMPORT
Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 80%

DARIUS II
IMPORT
12 levels can be attacked in any order means that there are a variety of possible endings. That alone should satisfy any shoot-'em-up player. 83%

DARK CASTLE
ELECTRONIC ARTS £34.99
The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 50%

DARWIN 4081
IMPORT
Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics. 81%

DAVE ROBINSON'S SUPREME COURT
SEGA £39.99
The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 84%



DAVIS CUP TENNIS
TENGEN £39.99
Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 83%

DEADLY MOVES
IMPORT
Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%

DEATH DUEL
RAZORSOFT £39.99
A shoot-'em-up which offers more than just a blast. Extremely tough and ultra-fast gameplay to keep you on your toes, but too repetitive. 42%

DECAP ATTACK
SEGA £34.99
Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 75%

DESERT STRIKE
ELECTRONIC ARTS £39.99
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 90%

DEVILISH
IMPORT
Remember *Break-Out*? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down. Addictive bash-'em-down fun. 85%

DICK TRACY
SEGA £19.99
Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

DINOLAND
IMPORT
Devil Crash on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

DOUBLE CLUTCH
SEGA £39.99
Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 78%

DJ BOY
IMPORT
While there's loads of originality in *DJ Boy* – a beat-'em-up on roller-skates (?) – it is simple and too easy. 59%

DOUBLE DRAGON
BALLISTIC £29.99
A treat for fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%

DOUBLE DRAGON II
IMPORT
Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. 29%

DOUBLE DRAGON 3
FLYING EDGE £39.99
Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless, street fighting. 35%



DRACULA
PSYGNOSIS £39.99
Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes and movie scenario. 65%

DRAGON'S FURY
DOMARK £39.99
Official release of *Devilish*. Stunningly addictive game that has superb graphics and sound with tons of brilliant bonus rooms. 81%

DUNGEONS AND DRAGONS
IMPORT
Dungeons and Dragons will certainly test your RPG skills to the limit. Superb graphics and unlimited challenge make this a must. 84%

DYNAMITE DUKE
SEGA £34.99
The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS
IMPORT
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

EA HOCKEY
ELECTRONIC ARTS £39.99
Was, in its day, one of the most accurate sport conversions ever. However,the improved *NHLPA Hockey* puts it down a few points. 85%

ECCO
SEGA £39.99
Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics and very original. 93%

ELEMENTAL MASTER
IMPORT
This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. 81%

EL VIENTO
IMPORT
This game not only looks great, it also plays like a dream. The animation and statics encourage you to venture further, even though it is tough. 88%

ESWAT
SEGA £34.99
This conversion of ESWAT is accurate. The parallax, multi-directional scrolling gives the impression of a huge game. Very challenging and addictive. 80%

PRO TIPS

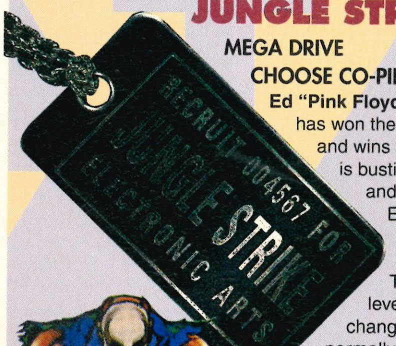
CHEATS TRICKS CODES

THE BIG GAMES BUSTED EVERY MONTH BY THE UK'S TOP SEGA PLAYERS!

The postbag has been overflowing with tips this month. A particular mention goes out to everyone that sent in the *Jungle Strike* passwords, but as you'll see there has been a complete guide to the brilliant game in this and last month's issues. If you have found a tip or need some ProHelp, why not write in to the SegaPro team – the best game busters in the business.
Send your tips, cheats and problem posers to:
Jason's ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.
Remember, there's loads of SegaPro goodies just waiting to be won if you solve a readers' problem or send in the Star Tip of the month.



JUNGLE STRIKE





MEGA DRIVE
CHOOSE CO-PILOT

Ed "Pink Floyd" Lomas from **Rochester** has won the tip of the month competition and wins a SegaPro T-shirt. His speciality is busting the password systems on all the latest games, and this one is really cool.

Enter the password: BNSH3N6MHJK

This will start you on level one with four lives and you'll be able to select the co-pilot of your choice.

To design your own passwords and start on any level with the same option, take any password and change the first letter. Not every letter works, but you can normally go into about six other levels from one password! If you change the first letter of Ed's password, you'll be able to start on another level.



SPLATTERHOUSE 2

MEGA DRIVE
PASSWORDS

Steve Wright who lives in **Southampton** has written in asking for a few hints on *Splatterhouse 2*. Hopefully these level codes will suffice, Steve.

STAGE	PASSWORD
2	EDKNAIZOLLDL
3	IDOGEMIALLDL
4	ADEXOEZDLOME
5	EFHVEIRAGORD
6	ADENAIWRALKA
7	EFHXDEIALLDL
8	EDKVEIIALLDL



COOL SPOT

MEGA DRIVE
LEVEL SELECT

To skip a level in this zny game, play through a level as normal and press PAUSE. Then press ABCBACABCBAC on the joypad. Press START and you will find yourself at the end of the level, but there's nothing in the way of bonuses to be had which spoils the novelty. **Luke Lachher, Cleckheaton**



EUROPEAN CLUB SOCCER
VIRGIN £39.99
If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 82%

EVANDER HOLYFIELD'S BOXING
SEGA £39.99
Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 84%

EXILE
IMPORT
A strange mixture of RPG, platform and puzzle, makes *Exile* an intriguing game to play. Admirable and well worth seeing. 78%

EX-MUTANTS
SEGA £34.99
Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

F1
DOMARK £44.99
Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 86%



F-15 STRIKE EAGLE II
MICROPROSE £39.99
This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 88%

F-1 CIRCUS
IMPORT
Addictive and playable, *F-1 Circus* was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's great fun. 82%

F-1 GRAND PRIX
IMPORT
Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 87%

F-22 INTERCEPTOR
ELECTRONIC ARTS £39.99
Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 72%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS £39.99
One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

FANTASIA
SEGA £39.99
Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

FATAL FURY
SEGA £44.99
A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%

FASTEST 1
IMPORT
Full marks for splitting the screen for two-player racing, but zero for looks and gameplay. Racers are essentially simple, but surely not this basic? 48%

FATAL LABYRINTH
SEGA £19.99
Fatal Labyrinth is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

FATAL REWIND
ELECTRONIC ARTS £39.99
Originally titled *The Killing Game Show*, this makes excellent use of the the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 86%

FATMAN
IMPORT
This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

FERRARI GRAND PRIX CHALLENGE
FLYING EDGE £39.99
Possibly the worst racing game available. Poor graphics and jerky scrolling make it terrible. Monotonous grinding sound doesn't help. 38%

FIGHTING MASTERS
IMPORT
Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

FINAL BLOW
IMPORT
As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

FIRE MUSTANG
IMPORT
Somehow, a WW2 setting for a shoot-'em-up just doesn't seem right. The large graphics slow the gameplay below an acceptable speed. 55%

FIRE SHARK
SEGA £19.99
Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

FLASHBACK
US GOLD £44.99
If you thought *Another World* was good, wait until you see this! It has more than the first version with better graphics and animation. 94%

FLICKY
SEGA £29.99
The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

THE FLINTSTONES
SEGA £39.99
Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. 79%

FORGOTTEN WORLDS
SEGA £34.99
Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

G-LOC
SEGA £39.99
More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 80%

GADGET TWINS
IMAGITEC £37.00
Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 89%

GAIARES
IMPORT
Yet another coin-op conversion. *Gaiares*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happydespite its lack of originality. 81%

GAIN GROUND
SEGA £19.99
A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 87%

GALAXY FORCE II
SEGA £19.95
Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%



GENERAL CHAOS
ELECTRONIC ARTS £44.99
The haphazard battle between two military generals produces chaotic and addictive gameplay with a soft shade of humour that makes this an original piece of software for the collection. 91%

GEORGE FOREMAN'S KO BOXING
ACCLAIM £39.99
A poor attempt that should have been put to sleep the moment the programmers finished. 54%

GHOSTBUSTERS
SEGA £19.99
All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

GHOULS 'N' GHOSTS
SEGA £44.99
A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

GLOBAL GLADIATORS
VIRGIN £44.99
Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 89%

GODS
IMPORT
Testing platform adventure fun at its best. Stunning graphics with authentic and powerful backgrounds and, as yet, not officially released. Only available from Japan and the States, but is worth seeing. 92%

GOLDEN AXE
SEGA £19.99
In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

GOLDEN AXE II
SEGA £19.99
Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%



GOLDEN AXE III
IMPORT £34.99
The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 62%

GRANADA X
SEGA £29.99
Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 77%

GRANDSLAM TENNIS
SEGA £39.99
Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

GREENDOG
SEGA £39.99
Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

GREY LANCER
IMPORT
Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 83%



GUNSTAR HEROES
SEGA £39.99
The original ideas and unique gameplay add to the fun and excitement of this two player shoot-'em-up that boasts effective and colourful backdrops. 87%

GYNOUG
SEGA £19.99
At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 76%

HARDBALL
IMPORT
An average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the RBI series. 32%

HARDBALL III
ACCOLADE £39.99
Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 80%

HARD DRIVIN'
TENGEN £39.99
Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 83%

HEAVY NOVA
IMPORT
Robots in a colourful, but rather poor, one-on-one beat-'em-up. Another CD conversion which certainly hasn't worked with the use of a cart. There are plenty better in this genre. 29%

HEAVY UNIT
IMPORT
This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 68%

HELLFIRE
IMPORT
Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

HERZOG ZWEI
SEGA £19.99
You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

HIT THE ICE
IMPORT
This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, destroying any incentive to progress in the tournament. 32%

HOME ALONE
SEGA £39.99
Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

HUMANS
IMPORT
Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 80%

IMMORTAL (THE)
ELECTRONIC ARTS £44.99
The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

INDIANA JONES: LAST CRUSADE
US GOLD £39.99
A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 72%

INSPECTOR X
IMPORT
This is a truly superb shoot-'em-up and one of the very few import games to excel. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenaline pumping. Almost necessary kit. 90%

ISHIDO: THE WAY OF THE STONES
IMPORT
Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

J LEAGUE PRO STRIKER
IMPORT
Soccer is becoming big in Japan and this game coincided with the start of their new J League. A great footy sim, with everything you'd expect in a match, including a four player option. It's faster on Kap machines! 90%

JAMES BOND - THE DUEL
DOMARK £39.99
James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

JAMES POND
ELECTRONIC ARTS £39.99
This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

JAMES POND II
ELECTRONIC ARTS £39.99
Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's a really fun game to play. A brilliant sequel. 90%

JENNIFER CAPRIATI TENNIS
IMPORT
Run-of-the-mill tennis game, released officially as *Grandslam Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

JEWEL MASTER
SEGA £34.99
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

JOE MONTANA FOOTBALL
SEGA £19.99
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

JOE MONTANA II
SEGA £34.99
This Sportstalk game from Sega includes real-life running commentary. Very innovative, but it's far from making it a hit. The side-on view is not as good as *John Maddens*. 75%

JOE MONTANA III
SEGA £34.99
A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden 93*. Nice try, all the same. 84%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS £39.99
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy. 84%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS £39.99
The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate, you only need to use a limited array of passes to get anywhere. 92%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS £39.99
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden 92*, but if you haven't got one, buy this. 92%

JORDAN VS BIRD
ELECTRONIC ARTS £39.99
Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent full game option. 78%

JUNCTION
IMPORT
Junction adds a new flame to the fire by mixing a *Pipe Mania* type game with a slide puzzle, resulting in a very challenging game. 81%

JUNGLE STRIKE
ELECTRONIC ARTS £44.99
Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from *Desert Strike*. 96%

KABUKI SOLDIER
IMPORT
Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

KA-GE-KI
IMPORT
Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%

KID CHAMELEON
SEGA £39.99
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 78%

KING COLOSSUS
SEGA IMPORT
Japanese adventure game with a long introductory sequence. Nine stages of pretty, but uneventful, adventuring. Learn the lingo first! 43%

KING'S BOUNTY
IMPORT
A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66%

KING SALMON
IMPORT
Fishing simulator with lots of addictive gameplay. Detailed graphics help make it fun to play and ultimately very competitive although it is a very basic game. 68%

KING OF THE MONSTERS
SEGA £39.99
King of the Monsters isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. 57%

KLAX
DOMARK £39.99
This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. 80%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE £39.95
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

LAND STALKER
IMPORT
Fantastic adventure game with tremendous graphics and a huge game area to cover. Currently in Japanese text, but well worth waiting for officially. 84%

LAKERS VS CELTICS
ELECTRONIC ARTS £34.99
This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. 80%

LAST BATTLE
SEGA £19.99
This is a disappointing beat-'em-up because the graphics are great, but are let down by slow, repetitive gameplay. 58%

THE LEGEND OF GALAHAD
ELECTRONIC ARTS £39.99
Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%

LEMMINGS
SEGA £39.99
The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90%

LHX ATTACK CHOPPER
ELECTRONIC ARTS £39.99
A far from original helicopter simulation set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to diehard war junkies. 70%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS £39.99
Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

M1 ABRAMS BATTLE TANK
SEGA £39.99
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80%

MAGICAL MR TALUROOT
IMPORT
A platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. 36%

MARBLE MADNESS
ELECTRONIC ARTS £34.99
If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

MARIO LEMIEUX HOCKEY
SEGA £39.99
Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and *NHLPA Hockey* runs all over it. 73%

MARVEL LAND
IMPORT
A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test of anyone's skill. 73%

MASTER OF MONSTERS
IMPORT
A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

MASTER OF WEAPON
IMPORT
This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

MAZIN WARS
SEGA £39.99
A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay. 81%

MEGA LO MANIA
VIRGIN £39.99
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPANEL
IMPORT
Tetris, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an addictive game. 83%

MEGA TRAX
IMPORT
This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

MERCS
SEGA £19.99
Identical to the arcade, this boasts stunning graphics and beefy sounds, but is too easy for most players. 75%

MICRO MACHINES
CODEMASTERS £39.99
The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. 90%

MIDNIGHT MADNESS
IMPORT
Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

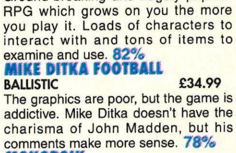
MiG-29 FIGHTER PILOT
DOMARK £39.99
A challenging and exciting flight sim that takes you through five tough missions in the Middle East. Some great polygon graphics and relentless cockpit dramas! 82%

MIGHT & MAGIC
ELECTRONIC ARTS £39.99
Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine and use. 82%

MIKE DITKA FOOTBALL
BALLISTIC £34.99
The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. 78%

MONOPOLY
IMPORT
A good representation of the board with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? 44%

MONSTER LAIR
SEGA £19.99
Controlling a sword-wielding young lass may excite you, but the whole adventure through the greenery soon gets very tedious. 40%



MORTAL KOMBAT
ACCLAIM £49.99
A one-on-one beat-'em-up that's almost a perfect conversion of the arcade. The lifelike graphics and superb animation makes this one of the best fights ever! 93%



MOONWALKER
SEGA £19.99
A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 78%

MS PACMAN
IMPORT
Blocky graphics are even worse than the original arcade game. 32 colours can be displayed on screen at any one time, but not here. 28%

MUHAMMAD ALI'S BOXING
VIRGIN £39.99
There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 81%

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS £39.99
A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden'* too deep, then try this for more fun. 70%

MYSTIC DEFENDER
SEGA £19.99
A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 65%

NEW ZEALAND STORY
IMPORT
This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. 85%

NBA ALL STAR CHALLENGE
IMPORT
The lack of a full-game tournament option lets it down, but there are lots of challenges against the computer or second player. 68%

NHLPA HOCKEY
ELECTRONIC ARTS £39.99
The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%

NINJA BURAI
IMPORT
An RPG that requires an understanding of the Japanese language. All on-screen instructions, gauges and indicators make life very difficult. 79%

OLYMPIC GOLD
US GOLD £39.99
The MD is short of this kind of sporting compilation, but *Olympic Gold* more than manages to fill the gap that has been created. Best played with a crowd of players. 81%

ONSLAUGHT
IMPORT
An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 81%

OUTLANDER
IMPORT
An enjoyable drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone, but more of the same really! 62%

OUT RUN
SEGA £19.99
This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 75%

OUTRUN 2019
SEGA £39.99
This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 63%

PAC-MANIA
DOMARK £34.99
3-D Pac-Man is a rather pleasant outing. The graphics are excellent, which makes the whole thing a joy to play. 78%

PAPERBOY
DOMARK £39.99
A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks and two-player versus mode. 60%

PAPERBOY 2
DOMARK £39.99
Another fine conversion, but there's still no two player versus mode. Still if you are a fan of the original, then this is more of the same, with very little else added. 63%

PGA TOUR GOLF
ELECTRONIC ARTS £39.99
Slightly better than *Arnold Palmer* due to its realism (you even get the occasional bird tweeting) and improved graphics. 88%

PGA TOUR GOLF II
ELECTRONIC ARTS £44.99
A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes other than a few more courses. 90%

PHANTASY SOLDIER 3
IMPORT
As the majority of gamers won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 86%

PHANTASY STAR II
SEGA £59.99
First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 70%

PHANTASY STAR III
SEGA £49.99
Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 78%

PHELIOS
SEGA £34.99
Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

PIGSKIN FOOTBRAWL
IMPORT
Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%

PIT-FIGHTER
DOMARK £49.99
Improved digitised graphics, gut wrenching sound and the appeal of battering opponents to death. How could this fail to be a winner? 87%

POPULOUS
ELECTRONIC ARTS £39.99
One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

POWERBALL
IMPORT
The graphics are very simple in what is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

POWERMONGER
ELECTRONIC ARTS £39.99
A massive land-conquering mission has to be undertaken. Unfortunately, the graphics and sound let it down and long-lasting appeal is seriously affected. 72%



POWER CHALLENGE
ACCOLADE £39.99
Reverse angle replays, well drawn fairways and a realistic sense of depth and control on the two courses are the main features of this average golf sim. 72%

PREDATOR 2
FLYING EDGE £34.99
Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will keep you going for a while. 80%

PRO QUARTERBACK
IMPORT
A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of a tournament option. 70%

QUACKSHOT
SEGA £39.99
You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 93%

QUAD CHALLENGE
IMPORT
Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very, very un-playable. 16%

RAIDEN TRAD
IMPORT
More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 37%

RAINBOW ISLANDS
IMPORT
With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

RANGER-X
SEGA £39.99
Sega seem to have pushed the machine to its limits with 128 colours on-screen simultaneously! Although the difficulty seems to be set high, it will keep you coming back for more and more! 92%

RAMBO III
SEGA £19.99
Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%

RASTAN SAGA 2
IMPORT
Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 61%

RBI 3 BASEBALL
IMPORT
The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything out of the ordinary. 72%

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IMPORT
A tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is all too bland. 78%

THE REVENGE OF SHINOBI
SEGA £19.99
Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

RINGSIDE ANGEL
IMPORT
The appallingly sluggish gameplay ruins this women's wrestling game. Even the graphics haven't been exploited. 60%

RINGS OF POWER
ELECTRONIC ARTS £49.95
Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS
ELECTRONIC ARTS £39.99
Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%

ROAD BLASTERS
IMPORT
Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

ROAD RASH
ELECTRONIC ARTS £39.99
You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 90%

ROAD RASH II
ELECTRONIC ARTS £39.99
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive and the fantastic addition of a two-player mode should keep everyone happy. 92%



ROCKET KNIGHT ADVENTURES
KONAMI £39.99
Sparkster's rocket fuel capabilities make this a powerful platform shoot-'em-up with screens that are littered with bright and detailed enemies and bosses. 89%

ROLLING THUNDER 2
SEGA £39.99
Be prepared for encounters with hoods brandashing sub-machine guns, panthers and 18-wheel juggernauts. Jap machines only. 89%

RUNARK
IMPORT
Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

TIME GAL

MEGA-CD
LEVEL SELECT

This is a useful level select cheat for the recent Official release of the popular Japanese import game. Go to the menu screen and press UP, UP, UP, DOWN, DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT, UP. If the cheat has worked, you will hear a jingle. Go into the game and you will be able to start on any level. Start pauses the action and C takes you to the end of the current level.

Tony Underwood, Bolton

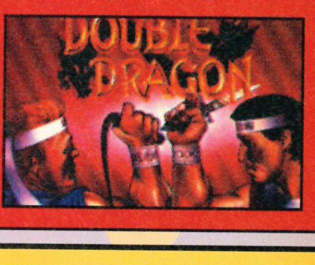


DOUBLE DRAGON

MASTER SYSTEM
INFINITE LIVES

When you reach level four, go into the middle of the screen and do 30 kicks by pressing buttons 1 and 2 together. You will be awarded with infinite lives. This cheat works in a two-player game, too.

Dawn Young, Cambridge



BATMAN RETURNS

MEGA-CD
LEVEL SELECT

Go into the options screen and highlight the 'driving only' section. Hold the D-pad LEFT and press B. Move the cursor down to 'Difficulty' and hold LEFT and press B. Repeat this all the way through to seven on the options screen. When you reach the bottom option, go back up the list repeating the procedure. You should hear a jingle to confirm that the cheat has worked. Change the options to what you want and start the game. Press START and then C to select the level you want to play.

BATTLETOADS

MEGA DRIVE
LEVEL THREE WARP

To discover a secret warp, Battletoad butt the two pigs at the start of the first level and run to the first platform to find a glowing warp. Walk into the warp and you'll be shown another screen offering the chance to warp up to two levels. You must be very quick with this cheat else the glowing warp will disappear.



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RBI '93
IMPORT
Yet another attempt to introduce us to American baseball. Sadly, this isn't going to persuade many people that it's a great sport with its dodgy control and bland gameplay. 68%

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SAINT SWORD
IMPORT
An adventure with the little man with a sword routine. The background graphics are impressive, but is over-shadowed by bad animation. 64%

SD VALIS
IMPORT
This is a sad Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

SHADOW BLASTERS
IMPORT
This is a beat-'em-up which fails to impress. Poor graphics and virtually non-existent gameplay. Once again, a very strange game. 46%

SHADOW DANCER
SEGA £39.99
The addition of a dog to do your dirty work and help you out of awkward situations adds a welcome element to an attractive beat-'em-up. 83%

SHADOW OF THE BEAST
ELECTRONIC ARTS £19.99
Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%

SHADOW OF THE BEAST II
ELECTRONIC ARTS £39.99
The long awaited follow up to the original beastly adventure. Teasing puzzles combined with atmospheric music and mystical graphics. 78%

SHINING IN THE DARKNESS
SEGA £44.99
Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 88%

SHINING FORCE
SEGA £44.99
The best RPG to be released on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combat scenes. 93%

SHOVE IT
IMPORT
As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%

SIDE POCKET
SEGA £34.99
Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SLIME WORLD
IMPORT
Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

SNOW BROS
IMPORT
Arcade style graphics and gameplay make this a winner. Although there are far too many enemies to snowball, it's still hugely addictive and brilliant fun! 79%

SOKOBHAN
IMPORT
Not much fun as you move crates around a warehouse. Lacks any sparkle to give incentive to keep anyone playing long. 59%

SOL-FEACE
IMPORT
A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%

SONIC THE HEDGEHOG
SEGA £34.99
Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed, but it has to be experienced. 90%

SONIC THE HEDGEHOG 2
SEGA £39.99
The best game of 1992. Sonic *2* delivers the goods in style. Little can fault this brilliant piece of software. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

SPACE HARRIER II
SEGA £19.99
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%

SPACE INVADERS '90
IMPORT
Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%

SPEEDBALL II
VIRGIN £39.99
Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or computer, but play it! 92%

SPIDER-MAN
SEGA £19.99
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%

SPLATTERHOUSE 2
NAMCO £39.95
Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 86%

SPORTS TALK BASEBALL
SEGA £39.95
A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 80%

STAR CRUISER
IMPORT
Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%

STARFLIGHT
ELECTRONIC ARTS £49.99
Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 80%

STEEL EMPIRE
ACCLAIM £39.95
A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 50%

STEEL TALONS
DOMARK £39.99
The MD hasn't been utilised to its full potential and fails to impress as much as the arcade game. Chopper combat at a lower level. 54%

STORMLORD
IMPORT
A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 73%

STREET SMART
SEGA £34.99
This beat-'em-up's gameplay is limited due to the small array of martial arts moves. It's also very easy to complete the game on your first go. 67%

STREETS OF RAGE
SEGA £34.99
This was widely accepted as the most gruesome beat-'em-up when first released, but it penultimately lacks challenge. Moves are wide-ranging and the sound effects and tunes awesome, but it could all be over on the first go. 83%

STREETS OF RAGE II
SEGA £44.99
An good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. 87%

STRIDER
SEGA £19.99
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%

STRIDER II
US GOLD £39.99
This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately, there are no passwords, so it's going to be a fair while before you finish it. 76%

SUMMER CHALLENGE
ACCOLADE £34.99
Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 52%

SUNSET RIDERS
KONAMI £39.99
Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 85%

SUPER AIRWOLF
IMPORT
Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 53%

SUPER BATTLETANK
IMPORT
This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

SUPER FANTASY ZONE
SEGA £34.99
Small sprites with extras including power-ups and big guardians. Corking good fun for a few hours, but after that your eyes may become weary. 67%

SUPER HANG-ON
SEGA £19.99
Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%

SUPER HIGH IMPACT
IMPORT
A total of 18 teams should give American football fans something to find of interest. Good animation, but a lack of challenge due to the omission of a league. 73%

SUPER HQ
IMPORT
It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 52%

SUPER HYDLIDE
SEGA £19.99
Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few places. Very boring. 49%

SUPER KICK OFF
US GOLD £44.99
May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 77%

SUPER LEAGUE BASEBALL
SEGA £34.99
Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled. One of the decent attempts at the sport. 82%

SUPERMAN
VIRGIN £39.99
Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. 80%

SUPER MILITARY
IMPORT
This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%

SUPER MONACO GP
SEGA £34.99
Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%

SUPER MONACO GRAND PRIX II
SEGA £49.99
An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%

SUPER OFF ROAD
BALLISTIC £29.99
A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

SUPER REAL BASKETBALL
SEGA £34.99
The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%

SUPER SMASH TV
ACCLAIM £29.99
Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%

SUPER THUNDER BLADE
SEGA £19.99
A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 73%

SUPER VOLLEYBALL
IMPORT
Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you have to play the sport to enjoy it. 84%

SUPER WRESTLEMANIA
FLYING EDGE £39.99
Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 80%

SWORD OF SODAN
ELECTRONIC ARTS £39.99
Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

SWORD OF VERMILION
SEGA £49.99
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

TAILSPIN
SEGA £39.99
A completely boring platform game with the nice addition of a shoot-'em-up section. This doesn't improve the situation enough to make it fun. 61%

TASK FORCE HARRIER EX
IMPORT
The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 45%

TATSUJIN
IMPORT
Average vertically scrolling shoot-'em-up with basic control and pretty graphics, although now dated. Just another Japanese release. 46%

TAZ MANIA
SEGA £39.95
Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%

TEAM USA BASKETBALL
ELECTRONIC ARTS £39.99
Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound effects. 70%



TECHNOCLASH
ELECTRONIC ARTS £39.99
This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 84%

TECHNOCOP
IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92
IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 51%

TECMO WORLD CUP SOCCER
IMPORT
The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. 51%

TEENAGE MUTANT NINJA TURTLES
KONAMI £39.99
A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 83%

TEL TEL BASEBALL
IMPORT
Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%

THE TERMINATOR
VIRGIN £39.99
This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

TERMINATOR 2: THE ARCADE GAME
ARENA £39.99
A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%

TEST DRIVE 2: THE DUEL
BALLISTIC £34.99
This will certainly test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

THUNDER FORCE II
SEGA £34.99
Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%

THUNDER FORCE III
SEGA £34.99
Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%

THUNDER FORCE IV
SEGA £39.99
The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%

THUNDERFOX
IMPORT
It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%

THUNDER PRO WRESTLING
IMPORT
The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%

TIGER HELI
IMPORT
Previously exciting helicopter game. Unfortunately, this has seriously dated and can no longer be recommended to young or old. 28%

TINY TOON ADVENTURES
KONAMI £39.99
A wonderful adventure that borrows a lot of elements from the Warner Bros. cartoons. The colourful graphics and great animation set it apart. Fast, furious and completely mad! 90%

TOEJAM & EARL
SEGA £19.99
Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can become tedious after a few plays, though. 88%

TOKI
SEGA £19.99
Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

TORA! TORA! TORA!
IMPORT
Also known as *Fire Shark*, this is an extremely average shoot-'em-up which has very little to offer to those looking for something a bit different. 75%

TOXIC CRUSADERS
IMPORT
Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

TRAMPOLINE TERROR
IMPORT
Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TRAYSIA
IMPORT
An American RPG that offers very little. Unacceptable graphics and lacking gameplay. Leave it! 17%

TROUBLE SHOOTER
IMPORT
Forgotten Worlds updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%

TRUXTON
SEGA £34.99
Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%

TURBO OUT RUN
SEGA £19.99
The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%

TURRICAN
BALLISTIC £34.99
A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. 81%

TWIN COBRA
SEGA £34.99
Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%

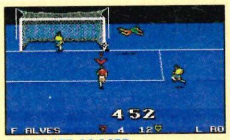
TWIN HAWK
SEGA £34.99
Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%

TWINKLE TALE
IMPORT
A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 83%

TWO CRUDE DUDES
SEGA £34.99
The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 88%

ULTIMATE TIGER
IMPORT
Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy. It's great fun. 80%

ULTIMATE QIX
IMPORT
This certainly plays like the classic board game, Othello. But, if you really must play it, why not buy the original? Basic graphics and sound with very few surprises. 55%



ULTIMATE SOCCER
SEGA £39.99
Plenty of options are overshadowed by jerky scaling techniques and poor sprite movements in a game of football that lacks the essential atmosphere. 70%

UNDEADLINE
IMPORT
You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter. Mega power-ups and zombie level guardians keep everything alive. 85%

UNIVERSAL SOLDIER
ACCOLADE £39.99
Turrican II has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 86%

VALIS
IMPORT
The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 65%

VALIS III
IMPORT
Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a monotonous arcade adventure. 78%

VAPOR TRAIL
IMPORT
The lack of difficulty pulls the rating down. While fun to play, with some breath-takingly fast gameplay, you soon find nothing challenging in the game. 57%

VARIS SD
IMPORT
This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

VERYTEX
IMPORT
This is one of those scrolling shooters

A DRIVE



that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 80%

WANI WANI WORLD
IMPORT
The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 85%

WARDNER
IMPORT
A boring platform game which has nothing to offer and purchasing it may prove to be a complete waste of your money. 25%

WARDNER SPECIAL
IMPORT
The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%

WARPSPEED
ACCOLADE £39.99
As an intergalactic space pilot, you must single-handedly prevent aliens from invading the Earth. A brilliant idea, although gameplay is totally unrealistic and the graphics are very dated. 36%

WARSONG
IMPORT
You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 80%

WHEEL OF FORTUNE
IMPORT
If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. 43%

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS £39.99
An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to capture, so it's boring for the experienced adventurer. Kids won't be fooled. 59%

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS £49.99
You must, yet again, get on the trail of Carmen Sandiego and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing, but it's still very lacking in entertainment. 70%

WHIP RUSH
SEGA £34.99
The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too, but there has since been better games releases. 65%

WINTER CHALLENGE
BALLISTIC £39.99
Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 78%

WONDER BOY III
SEGA £34.99
The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only and single players should try elsewhere. 79%

WONDER BOY IV
SEGA £39.99
More fun than the original, or any other for that matter, but it's still too tedious to be an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. 82%

WONDER BOY V
SEGA £39.99
The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 75%

WORLD CLASS LEADERBOARD
US GOLD £39.99
Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. 77%

WORLD CUP ITALIA 90
SEGA £19.99
This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for it. 76%

WORLD OF ILLUSION
SEGA £39.99
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 89%

WRESTLE WAR
SEGA £19.99
Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

XDR
IMPORT
A mysterious shoot-'em-up, mainly due to the lack of information about it. Also known as *X-Dazzldy-Ray*. 54%

XENON II
VIRGIN £34.99
Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase. 80%

X-MEN
SEGA £34.99
A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 78%

Y'S 3: WANDERERS FROM Y'S
IMPORT
An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

ZANY GOLF
ELECTRONIC ARTS £39.99
Normal golf is a strange enough game, but this is barmy. A great party game and a very polished product. 66%

ZERO WING
SEGA £19.99
Horizontal shooter which is flawed by its small graphics and ease. Looks like *R-Type*, but won't give any of that game's fans any problems. 77%

ZOOM
SEGA £29.99
Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. 48%

You may have noticed that we've spent some time updating the scores. So, many have changed dramatically since last time. Tune in next month for the top Sega reference.

GLOBAL GLADIATORS

MEGA DRIVE
SECRET SCREEN

To access a secret programmer's screen quickly press C, B, A, C, B, A, C, B, A, C, B, A when the Sega logo appears. You will now be able to change the number of lives you have and where you start the game.

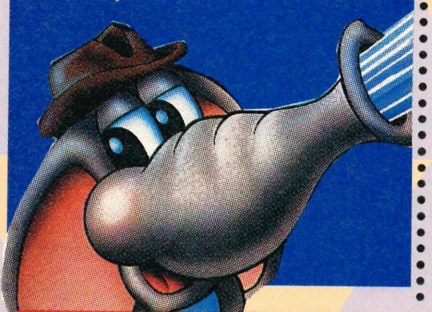


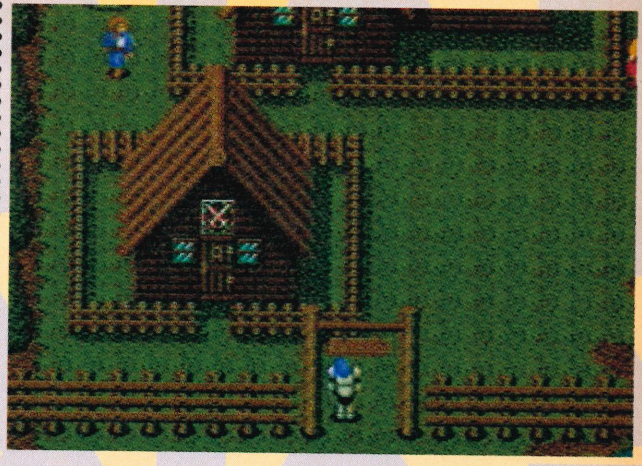
ROLO TO THE RESCUE

MEGA DRIVE
END OF LEVEL

On the title screen, simultaneously press UP, LEFT, A and C. Press RESET, but keep the buttons held down for about five seconds. Release the buttons and press B. The special options screen will then appear. Press START to go to the animal select screen and move the cursor to the compass marker. Press A and B simultaneously – the screen will flash and you'll be standing at the end of the level.

Philip Grey, Preston





SWORD OF VERMILION

MEGA DRIVE
GENERAL TIPS

Here are a few pieces of advice that will help you conquer the ever-taxing *Sword of Vermilion*:

When you enter a village talk to everyone when your situation changes talk to them again – they might have something new to say.

Always make sure you have the best equipment by making room in your inventory and selling the old gear.

When you leave a town, make sure you have a map of the area and a light, just in case you're going into a cave.

A chest is more likely to appear if you have fought a few battles without being hit or using magic.

After every battle, wait to see if a chest appears.

The best way to enter the sound, colour and input test screen is by pressing A, B, C and START on the title screen.

William Davis, Newquay

KEYS

Another set of *Sword of Vermilion* tips will help put the all-important keys to good use.

KEY	WHERE TO USE IT
Dungeon	Malaga Cave
Secret	Death Cave
White	Ivory Cave
Red	Ruby Cave
Blue	Sapphire Cave
Thule	Diamond Cave
Bronze	Cave of Thule
Silver	Cave of Thule
Gold	Cave of Thule

Andrew Davies, Newquay

WIN AN EXCLUSIVE SEGAPRO T-SHIRT!

Mark Schmitz from **Meopham** in Kent sent in the answer to last month's problem about how to find the lightning swords in *Chakan: The Forever Man*. The answer is hidden in level four. When you have completed it, go back in and finish it again. When you reach the screen where you killed the boss, roll quickly to the right and jump onto the platform in the top right corner. You must be quick else the swords will disappear. Cheers Mark, a SegaPro T-shirt is on its way to you.



The Pros' TOP 50 (mega drive)

1. Jungle Strike
2. Sonic The Hedgehog 2
3. NHLPA Hockey '93
4. Flashback
5. Castle Of Illusion
6. Ecco
7. Quackshot
8. Mortal Kombat
9. Cool Spot
10. Shining Force
11. John Madden Football '92/'93
12. T2: The Arcade Game
13. Ranger-X
14. Road Rash II
15. Gods
16. Mega lo Mania
17. Thunderforce IV
18. Speedball 2
19. Rainbow Islands
20. General Chaos
21. Another World
22. College Football
23. PGA Tour Golf II
24. Tiny Toon Adventures
25. J League Pro Striker
26. Lemmings
27. Revenge Of Shinobi
28. Micro Machines
29. Desert Strike
30. Sonic The Hedgehog
31. James Pond II
32. Taz-Mania
33. Corporation
34. Inspector X
35. Ghouls'n'Ghosts
36. Rocket Knight Advs
37. Universal Soldier
38. Thunderforce III
39. Bulls vs Blazers
40. The Terminator
41. Two Crude Dudes
42. Bart vs The Space Mutants
43. Bulls vs Blazers
44. Lotus Turbo Challenge
45. World Of Illusion
46. Shinobi III
47. Global Gladiators
48. Gadget Twins
49. Rolling Thunder 2
50. F-15 Strike Eagle II

MEGA DRIVE CHARTS • MEGA DRIVE CHARTS • MEGA DRIVE CHARTS • MEGA

PRO CHARTS

Jungle Strike takes all four charts by storm with Micro Machines pipped by the teenager's favourite blast. A surprise entry is the disappointing Bubsy while Cool Spot loses a lot of ground.

OUR PRICE music – GAME ZONE

1. Jungle Strike
2. Micro Machines
3. Cool Spot
4. Flashback
5. Bubsy
6. Super Kick Off
7. Fatal Fury
8. Muhammed Ali
9. Ecco the Dolphin
10. Summer Challenge

Virgin GAMES

1. Jungle Strike
2. Micro Machines
3. Flashback
4. PGA Tour Golf 2
5. Cool Spot
6. Tiny Toons
7. ECCO
8. Fatal Fury
9. Super Kick Off
10. Road Rash II

HMV

1. Jungle Strike
2. Micro Machines
3. Flashback
4. PGA Tour Golf 2
5. Cool Spot
6. Andre Agassi
7. Superman
8. Super Kick Off
9. Muhammed Ali
10. Battletoads

PRO SCORES

Okay, you've played the game, you've finished the levels, you've found all the objects and you've scored all the points. Now it's your chance to become a part of SEGAPRO. We know our readers are the best in the land and just to prove it, here's your chance to become immortalised in the pages of SEGAPRO. The first thing to do is be like the Pros and play a game until some ridiculous hour in the morning, racking up a ridiculously high score. Now fill in the form below giving all the details we ask for (if we didn't want 'em we wouldn't ask for 'em). Now take a photo of yourself (or get someone else to take it), preferably as wacky as possible . Be warned, any boring pictures will be doctored for our own pleasure! Get some proof of your score, either a friend's signature or a photo of the screen. Now send the whole lot to ProScores, SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

GAME GEAR

COLUMNS
42,925 Darren Walker, Smethwick
30,660 Johnathan Owen, Crewe
14,208 Robert Rixson, Gwent

DONALD DUCK
899,200 Karen Roe, Cumbernauld
516,400 Matthew Williamson, Telford
385,100 John Marshall, Co Durham

G-LOCK
258,440 Steve Kinder, Stoke-on-trent
169,500 Sean Parris, Surrey

JOE MONTANA FOOTBALL
127-0 (Pro)Matthew WilliamsonTelford
127-7 (easy) Andrew Ship, Newbury
99-0 (Pro) Robin Westblom, Chislehurst

SONIC THE HEDGEHOG 2
629,700 Nicholas Hambridge, Woodstock

NINJA GAIDEN
65,800 Jack Jackson, London
26,800 Nicholas Turner, Leeds

STREETS OF RAGE
430,000 Karl Benat, Whitchurch
414,000 Jonathan Owen, Crewe
144,200 Bob Porter, Brisbane

TINY TOONS
6,190,200 Richard Sheldrick, Birmingham

WORLD CLASS LEADERBOARD
10 under David Wheeler, Sunderland
9 under Peter Lavendor, Burn Moor

MASTER SYSTEM

ALIEN 3
602,805 Johnathan Place, London

ASTERIX
710,560 Paul Denney, Durham
611,100 Matthew Sinton, Cleveland
834,900 Ross Gibbens, London

CALIFORNIA GAMES
22,500 (Half Pipe) Richard Murland, Coventry
11,250 (Half Pipe)Leon Renn, Nuneaton

G-LOC
190,900 Matthew Sadler, Surrey

GOLDEN AXE
230 Matthew Alan, West Drayton
158 Kevin Fell, Croydon

RAMPAGE
140,505 Steven Baird, Fife

SHINOBI
582,950 Matthew Walker, Chertney
560,450 Christian Weber, Chester
214,750 James Smith, Knutsford

SONIC THE HEDGEHOG 2
618,900 Jonathan Place
642,100 Chris O'Byrne

SUPER KICK OFF
134 - 3 Tony Carrington

MEGA DRIVE

ALIEN 3
6,020,700 Carl Souley, Cleveland
6,125,120 Mick Mercer, London
3,567,402 Robert Edge, Eltham



CALIFORNIA GAMES
105,600(BMX)David Knight, Liverpool
88,540 (BMX)Clare Lerche, Washington

CASTLE OF ILLUSION
150,700 Andrew Brown,Pontypool

COOL SPOT
378,600 Chris Flowers, Gillingham
234,000 Carlos Madrid, Bournemouth
156,300 Edward Richards, Liverpool

EA HOCKEY
42-0 (Can v UKJonathan Place, Sunderland

JOHN MADDEN '93
326-3 Andy Duncombe, Winchester
145-7 Alex Jasper, Bournemouth
139-15 Tony Allingdale, Bristol

JUNGLE STRIKE
8,113,000 Jonathan Place, Sunderland
7,415,600 Mark Hill, Sega Pro
5,620,550 Craig Tarrant, Newcastle

KID CHAMELEON
1093,391 Craig Stewart, Aberdeen
899,70 Colin Mackintosh, Leeds

PGA TOUR GOLF 2
–37 A Marson, Barnsley
–31 Kenny Carman, Chichester
–26 Andy Stephens, Kidderminster

SHINING IN THE DARKNESS
2,357,732 Spike, St Albans

SONIC THE HEDGEHOG 2
724,600 Andrew Brown, Pontypool

STREETS OF RAGE 2
999,990 Chris Flowers,Gillingham
833,810 The Harlequin, London
812,430 Darren Gwynne, Bedford

TOEJAM AND EARL
1056 David Voss, Leeds
976 Lee Gray, Satchet
670 Colin Newman, Runcorn

TWO CRUDE DUDES
298,650 Chris Flowers,Gillingham
226,020 Lee Turner, Burnley

WANI WANI WORLD
463,800 Richard Salmon, Newbridge
429,700 Damien Giles, North Lancing

This month we are introducing a new Proscores freebie. All you have to do is send in a photograph of yourself with your scores and, if the photo is published, you'll win a T-Shirt! Send all scores to the usual address above.

HI-SCORE CHALLENGE

We want all your hi-scores, but every month we'll print a list of games that are new-ish. If you send in your hi-scores for them we can compare them with those from other readers.

MEGA DRIVE	MASTER SYSTEM	GAME GEAR
Jungle Strike	California Games II	Tom and Jerry
F1	Superman	Superman
Ranger-X	Batman Returns	Land of Illusion
Cool Spot	WT Golf	Tengen's World Cup

ACE OF ACES
SEGA £32.99
MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics, but in-game graphics are pretty dreadful. 55%

ACTION FIGHTER
SEGA £12.99
Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content, though. 51%

AGASSI TENNIS
TECMAGIK £32.99
The king of bleached hair and hairy stomachs, takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 84%

AERIAL ASSAULT
SEGA £29.99
Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

AFTER BURNER
SEGA £14.99
Speed and frenetic action of the simple arcade machine still here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

ALEX KIDD IN HI-TECH WORLD
SEGA £29.99
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

ALEX KIDD IN MIRACLE WORLD
SEGA £24.99
This is undoubtedly his most successful attempt. It was designed in competition to Nintendo's Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

ALEX KIDD IN SHINOBI WORLD
SEGA £29.99
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player, though. 85%

ALEX KIDD AND THE LOST STARS
SEGA £29.99
Usually Alex Kidd provides you with a testing challenge that lasts for months. Not in this! Finding the lost stars won't take you very long. 79%

ALF
TONKA £29.99
Poor sprite collision, badly designed graphics, limited sound effects and a repetitive game target. Don't bother with it! 16%

ALIEN 3
ACCLAIM £32.99
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

ALIEN STORM
SEGA £9.99
Massive "save the human race" game, with cool visuals, but a bit on the easy side. A sort of *Golden Axe* in the 21st century. Recommended for gamers everywhere. 87%

ALIEN SYNDROME
SEGA £29.99
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy the seven alien-infested ships. 85%

ALTERED BEAST
SEGA £14.99
Appalling conversion of a popular coin-op. It's a beat-'em-up, but is severely flawed and made very average due to the flickery sprites and jerky scrolling. 50%

AMERICAN BASEBALL
SEGA £29.99
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bat and pitch play. Good for one or two players. 83%

AMERICAN PRO FOOTBALL
SEGA £29.99
This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

ARCH RIVALS
FLYING EDGE £32.99
Basketball with attitude problem as all the rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player mode. 83%

ARCADE SMASH HITS
VIRGIN £29.99
Centipede, Break-Out and *Missile Command* all in one cartridge. All the games are fairly basic in content, but the addictiveness and playability shines through. 82%

ASSAULT CITY
SEGA £14.99
A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

ASTERIX
SEGA £29.99
Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that. New Age MS excellence. 94%

ASTRO WARRIOR
SEGA £29.99
Usual shoot-'em-up stuff and there's nothing here to make you think different. Pick up the power-ups, learn the attack strategy and Bob's your uncle. 67%

AZTEC ADVENTURE
SEGA £12.99
Could have been a fun arcade adventure if you didn't get chucked back to the start every time you die. If the graphics weren't good, it would be insufferable. 70%

BACK TO THE FUTURE II
IMAGE WORKS £34.99
Pathetic movie tie-in that has the odd good-looking graphic that you may recognise. Don't buy it anyway because it'll disappoint. 24%

BACK TO THE FUTURE III
FLYING EDGE £34.99
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

BANK PANIC
SEGA £17.99
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%

BART VS THE SPACE MUTANTS
FLYING EDGE £32.99
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

BASKETBALL NIGHTMARE
SEGA £29.99
An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%

BATMAN RETURNS
SEGA £29.99
Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 53%

BATTLE OUT RUN
SEGA £29.99
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%

BLACK BELT
SEGA £24.99
A criminally easy beat-'em-up. Incredibly poor graphics with backdrops containing little more than a wall and some sky. Unexciting and repetitive. 41%

BLADE EAGLE 3-D
SEGA £19.99
Addition of some 3-D graphics pulls this shoot-'em-up above the usual offerings. Little challenge on the early levels, but punishes on the last. 77%

BOMBER RAID
SEGA £29.99
Testing as you try to take out both air and ground targets. Not difficult mentally, but certainly tests patience and quickly becomes exceedingly boring. 33%

BONANZA BROS
SEGA £29.99
Great graphics and some extra bonus stages. Primarily a two-player game, but it's also brilliant in one player as you try to find the loot on ten frantic stages. 90%

BUBBLE BOBBLE
SEGA £29.99
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

CALIFORNIA GAMES
SEGA £29.99
Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

CALIFORNIA GAMES II
SEGA £32.99
Hanging ten and catching waves may be gnarly in California, but it's not very interesting on the Master System. Every event looks very dated and gameplay is far too simple. 58%

CAPTAIN SILVER
SEGA £29.99
Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

CASINO GAMES
SEGA £29.99
This should help solve your addiction to one arm bandits in five minutes. After playing all of the Las Vegas-based games, you'll be sick of the sight of them for good. 44%

CASTLE OF ILLUSION
SEGA £29.99
Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94%

CHAMPIONS OF EUROPE
TECMAGIK £34.99
Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay. 92%

CHASE HQ
SEGA £14.99
What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 72%

CRASH DUMMIES
ACCLAIM £32.99
A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 52%

CHOPLIFTER
SEGA £24.99
Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

CHUCK ROCK
VIRGIN £29.99
A hilariousNeanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84%

CLOUD MASTER
SEGA £29.99
You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS
SEGA £24.99
Possibly the best Sega machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-player versus mode. 91%

CYBER SHINOBI
SEGA £14.99
The Shinobi series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 68%

CYBORG HUNTER
SEGA £24.99
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

DANAN: THE JUNGLE FIGHTER
SEGA £29.99
Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

DEAD ANGLE
SEGA £29.99
A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

DICK TRACY
SEGA £14.99
Blurred graphics, jerky animation and is totally unplayable. One of the worst film tie-ins ever. 21%

DOUBLE DRAGON
SEGA £14.99
This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

DOUBLE HAWK
SEGA £14.99
Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

DRAGON CRYSTAL
SEGA £29.99
This seems lost and vacant in the abyss of a TV screen. Even so, there's enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE
SEGA £29.99
If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

DYNAMITE DUX
SEGA £29.99
A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

ENDURO RACER
SEGA £9.99
Nothing like the arcade as you view your bike from above and race over an obstacle course. Plays surprisingly well, but there's a serious lack of a two-player mode. 68%

ESWAT
SEGA £14.99
A decent conversion of Sega's popular coin-op. You play a cop trying to gain promotion to the ESWAT branch. Enjoyable and challenging. 71%

F-16 FIGHTER
SEGA £14.99
Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

FANTASY ZONE
SEGA £12.99
For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! A piece of history that can't be ignored. 91%

FANTASY ZONE 2
SEGA £24.99
More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

FANTASY ZONE 3
SEGA £24.99
The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS £29.99
Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

THE FLINTSTONES
GRANDSLAM £29.99
The quality of programming is evident, except everything is very simple to execute and soon bores you. For the young and inexperienced only. 70%

FORGOTTEN WORLDS
SEGA £14.99
With an abundance of shoot-'em-ups available, they have to be good to sell. This is far too easy and the controls are useless. Try anything else. 32%

GAIN GROUND
SEGA £29.99
You and a friend have to choose from a band of warriors and attack a number of progressively difficult strongholds. Good teamplay and very addictive. 82%

GALAXY FORCE
SEGA £29.99
This coin-op game is excellent fun. Some hideous enemy sprites, but it only makes you more determined to blow them to bits. A great shoot-'em-up conversion. 86%

GANGSTER TOWN
SEGA £24.99
Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun, but like most gun games, becomes boring. 65%

GAUNTLET
SEGA £29.99
Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

GEORGE FOREMAN'S KO BOXING
ACCLAIM £29.99
Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. The gameplay is okay, but there's nothing new or original. 69%

GHOSTBUSTERS
SEGA £14.99
Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50%

GHOST HOUSE
SEGA £17.99
Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

GHOULS 'N' GHOSTS
SEGA £29.99
A great medieval romp through the undergrowth and onto gigantic guardians. It may not have all the special effects, but it plays like a dream. Buy it. 90%

GLOBAL DEFENSE
SEGA £12.99
A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 75%

GLOBAL GLADIATORS
VIRGIN £32.99
It may look like one of the best MS games around, but the control method is a complete let down and is frustrating after about five minutes. 64%

G-LOC
SEGA £29.99
A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 83%

GOLDEN AXE
SEGA £14.99
A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85%

GOLDEN AXE WARRIOR
SEGA £32.99
Old Death Adder is back, but before

you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

GOLFAMANIA
SEGA £32.99
For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. 82%

GOLVELLIUS
SEGA £29.99
The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

GP RIDER
SEGA £32.99
The riding stakes may be high, but the flickery sprites and poor graphics let *GP Rider* down. There's little variety between races and an annoying control method. 58%

GREAT BASEBALL
SEGA £24.99
Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. For sports fans only. 75%

GREAT BASKETBALL
SEGA £24.99
Die-hard fans of the sport will be more at home here. The two-player mode makes the game a real challenge, but the computer oppos are easy. 78%

GREAT FOOTBALL
SEGA £24.99
There is no reason to buy this game with the likes of *Joe Montana Football* already out. This is a crinkly attempt that doesn't contain any credible atmosphere. 60%

GREAT GOLF
SEGA £24.99
There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. 63%

GREAT ICE HOCKEY
SEGA £29.99
Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

GREAT VOLLEYBALL
SEGA £24.99
The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 55%

HANG-ON
SEGA £9.99
How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant, but excellent value for those on a budget. 78%

HEAVYWEIGHT CHAMP
SEGA £24.99
Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. 69%

HEROES OF THE LANCE
US GOLD £34.99
This is very slow and monotonous. Plenty of characters to play with, but even with the combat scenes boring, there's not much hope. 68%

HOME ALONE
SEGA £29.99
Bouncing around different houses, avoiding crooks and picking up items is the general idea in *Home Alone*. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 63%

IMPOSSIBLE MISSION
US GOLD £29.99
An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 90%

INDIANA JONES 3
US GOLD £34.99
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 80%

JAMES BOND
DOMARK £32.99
Not many sultry temptresses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. 78%



JAMES POND II
US GOLD £29.99
This platform adventure is very much like a shortened *Super Mario World* with each level carrying a colourful toy theme that's achieved by outstanding graphics. 92%

JOE MONTANA FOOTBALL
SEGA £29.99
If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 78%

JUNGLE FIGHTER
SEGA £29.99
Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 58%

KENSEIDEN
SEGA £29.99
While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

KLAX
TENGEN £29.99
Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. 73%

KRUSTY'S FUN HOUSE
ACCLAIM £32.99
Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps maned by The Simpson family. 84%

KUNG FU KID
SEGA £24.99
You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 60%

LASER GHOST
SEGA £14.99
One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 84%

LAND OF ILLUSION
SEGA £29.99
A brilliant sequel to *Castle of Illusion*. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 92%

LEMMINGS
SEGA £27.99
Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. 89%

LINE OF FIRE
SEGA £29.99
Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but enjoyable entertainment. 82%

LORD OF THE SWORD
SEGA £29.99
This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%

THE LUCKY DIME CAPER
SEGA £24.99
Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94%

MARBLE MADNESS
VIRGIN £29.99
Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 88%

MARKSMAN SHOOTING
SEGA £9.99
One of a limited amount of software released for the Light Phaser. Simple and fun to play, but *Safari Hunt* is far better. 43%

MASTER OF DARKNESS
SEGA £29.99
As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platform game that should keep fans happy for quite a while. 80%

MAZE HUNTER 3-D
SEGA £19.99
Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 72%

MERCS
SEGA £9.99
This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 73%

MIRACLE WARRIORS
SEGA £32.99
This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 82%

MISSILE DEFENCE 3-D
SEGA £19.99
This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

MONOPOLY
SEGA £29.99
Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. It's accurate, but what's the point? 79%



MORTAL KOMBAT
ACCLAIM £34.99
A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 93%

MOONWALKER
SEGA £29.99
Luckily, the game is much better than the film, with attractive graphics and decent sound. 85%

MS PACMAN
TENGEN £29.99
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but all too dated and it shows. 72%

MY HERO
SEGA £17.99
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. If you're the school bully type, you'll love it. 64%

NEW ZEALAND STORY
TECMAGIK £34.99
It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness you could wish for, but it's very hard. 88%

THE NINJA
SEGA £9.99
For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics, though. 75%

NINJA GAIDEN
SEGA £32.99
One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. Spot-on difficulty level makes it ideal for young or old. 90%

OLYMPIC GOLD
US GOLD £34.99
Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80%

OPERATION WOLF
TAITO £14.99
The old Phaser gun should have come into its own, but the light detection isn't too hot. Neat backdrops, although the flickery scrolling is annoying. 73%

OUT RUN
SEGA £29.99
There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available at the same price. 73%

OUT RUN 3-D
SEGA £29.99
Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%

OUT RUN EUROPA
US GOLD £29.99
This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. Refreshingly good racing fun. 90%

PAC-MANIA
TECMAGIK £34.99
An excellent interpretation, but £35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88%

PAPERBOY
TENGEN £29.99
Emulates the brilliant coin-op, but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills well into the morning run. 81%

PARLOUR GAMES
SEGA £9.99
Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50%

PENGUIN LAND
SEGA £29.99
The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun and there's a nice feel to the game. 77%

PHANTASY STAR
SEGA £39.99
It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up, which is lucky because you'll be coming back to this over and over. 94%

PIT-FIGHTER
DOMARK £29.99
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%

POPULOUS
TECMAGIK £34.99
A game that you'll either love or hate. This is very accurate to the original, but about TEN times as big. If you're a fan, you'll love this mind-bender. 88%

POSEIDON WARS 3-D
SEGA £19.99
Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Very simple stuff and not worth bothering about really. 34%

POWER STRIKE
SEGA £24.99
An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 82%



POWER STRIKE II
SEGA £29.99
A great shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour and action with sprites being detailed and well presented. 89%

PRO WRESTLING
SEGA £24.99
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56%

PREDATOR 2
ARENA £32.99
Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%

PRINCE OF PERSIA
DOMARK £29.99
Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94%

PSYCHIC WORLD
SEGA £14.99
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy might have worked if it wasn't so pointless. 48%

PSYCHO FOX
SEGA £29.99
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. Very good as an alternative to *Sonic*. 88%

PUTT 'N PUTTER GOLF
SEGA £32.99
A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86%

QUARTET
SEGA £24.99
Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. 25%

RAINBOW ISLANDS
SEGA £29.99
A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but doesn't quite come up to scratch as it's too easy. 79%

RAMBO III
SEGA £29.99
Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction only lasts for weeks. 77%

RAMPAGE
SEGA £29.99
Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Simple, but very good action. 85%

RAMPART
TENGEN £29.99
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81%

RASTAN SAGA
SEGA £29.99
Hac'n'slash romp through many varying landscapes, but this is one of the best games of its type. Polished and you won't be completing it in the first week. 88%

RC GRAND PRIX
SEGA £29.99
Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega slap their name all over the hoardings? 59%



SONIC THE HEDGEHOG 2

MEGA DRIVE
TWO-PLAYER INFINITE LIVES

When in two-player mode, let one character win and the other die. Repeat this until the Game Over screen appears. When the next level starts, the character that died will have infinite lives and you will be able to play through to the end. This tip will work for both players so you can have a continuous game.

Ed Lomas, Rochester

DESERT STRIKE

MEGA DRIVE
PASSWORDS

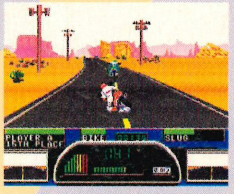
HELP!

Chris Powles in South Africa has faxed us a couple of times desperately in need of some help with *Desert Strike*. Well Chris, the best advice I can give you is the three passwords:

LEVEL	PASSWORD
2	WQJROBZ
3	VLJKKTY
4	BTTIKLK

Just to help you through the campaigns, an extra hint is that an extra life is hidden on every campaign with two on the final stage. There are useful items hidden everywhere and try blasting various objects and buildings to find them. For two extra lives, enter the password TQQLOM, then go into the password screen and start at any campaign with the extra lives.

Chris Powles, South Africa



ROAD RASH 2

MEGA DRIVE
PASSWORDS

Due to the complicated nature of this tip, the eight places in the password must be easily recognisable. To do this let's say that the eight places of the password are known as '1234 5678". You will now be able to choose your bike, money, level and qualified tracks.

Bike: Add or subtract in multiples of two to '2' and do the opposite to '6'.

Level: Add or subtract to '5' and do the same to '8'. If you are on level one and increase each by three you will be on level four.

Money: Add or subtract multiples of two to '1', '3' or '4' and do the opposite to any other of '1', '3' or '4'.

Qualified Tracks: Add or subtract to '7' and do the opposite to '8'. There is no pattern to follow, so it's a matter of trying out different combinations.

Ed "Pinky" Lomas, Rochester

GYNOUG

MEGA DRIVE
LEVEL SELECT

HELP!

Steve Jones of **Swansea** wants to know if there is a level select or other cheat for the blasting *Gynoug*. Well, we delved deep and came out with three helpful hints. The first, a level select, is accessed by going to the options screen and putting the cursor on the control menu option. Hold A, B and C simultaneously for about 10 seconds and the level select will appear.



To go into easy mode, put the cursor on game level and hold down A, B, C and START simultaneously. Finally, for infinite credits, wait until the game over message appears and then hold LEFT, A, C and START to prevent your credits from decreasing.



RENEGADE
SEGA £29.99
After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 47%

RESCUE MISSION
SEGA £9.99
Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 90%

ROCKY
SEGA £29.99
Surprise, surprise, this is a boxing simulation. Poor graphics and terrible animation result in a dire game. 32%

R-TYPE
SEGA £14.99
This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. Go for it – you won't lose out! 94%

RUNNING BATTLE
SEGA £14.99
Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

SAFARI HUNT
SEGA £29.99
Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise on the screen, but very rare these days. 63%

SAGAIA
SEGA £9.99
What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. But the game is far too easy for almost any player. 43%

SPECIAL CRIMINAL INVESTIGATION
SEGA £29.99
This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy-peasy for anyone except real beginners. 54%

SCRAMBLE SPIRITS
SEGA £29.99
Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. With such a choice, you could find better. 44%

SECRET COMMAND
SEGA £12.99
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Essential for any self-respecting shooter. 85%

SEGA CHESS
SEGA £14.99
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83%

SHADOW DANCER
SEGA £32.99
Suffers from flickery graphics and bad response rate, but there are pleasing effects such as the full screen magic and the lightning quick dog. 69%

SHADOW OF THE BEAST
TECMAGIK £29.99
Despite the obvious limitations of the MS, Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent mood music and even some improved gameplay make it hot property! 90%

SHANGHAI
SEGA £24.99
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85%

SHINOBI
SEGA £14.99
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with stranded kids and that should easily be a doddle for most players. 79%

SHOOTING GALLERY
SEGA £24.99
This is highly over-priced. Only four simple rounds of shooting various targets. Much better with a few players, so grab the family and gather round. 70%

SHOOTING GAMES
SEGA £24.99
Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. 72%

SLAP SHOT
SEGA £29.99
Like its MD counterpart, *EA Hockey*, *Slap Shot* is easy to get into and has all the added extras like brawling and dodgy umpiring. Don't worry if you don't like the real thing, this is pretty manic. 76%

SONIC THE HEDGEHOG
SEGA £29.99
Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini-arcade adventure is super-fast and instantly compelling. 92%

SONIC THE HEDGEHOG 2
SEGA £32.99
A fantastic version of the most famous game in the world, but it's bugged. *Sonic 2* is simply the best game on the MS, but don't be too disappointed when Tails doesn't appear. 95%

SPACE GUN
SEGA £29.99
If you're a dab hand with the Phaser, this title should bring a smile to your face. Not the best shooter so far, but reasonably good graphics. 56%

SPACE HARRIER
SEGA £14.99
There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. An accurate and playable conversion. Available in a dreadful 3-D version for a tenner less. 84%

SPEEDBALL 2
VIRGIN £29.99
Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89%

SPELLCASTER
SEGA £14.99
One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. The vast adventure will take you underground, through space and time and even to the land of the dead. 90%

SPIDER-MAN
SEGA £29.99
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%

SPORTS PAD FOOTBALL
SEGA £29.99
Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. 64%

SPY VS SPY
SEGA £17.99
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%

STRIDER
SEGA £14.99
The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 79%

STRIDER II
US GOLD £29.99
Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%

STREETS OF RAGE
SEGA £29.99
This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 89%



STAR WARS
US GOLD £32.99
This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 89%

SUBMARINE ATTACK
SEGA £29.99
You take charge of a submarine and progress through the seaworld, while shooting anything that moves. It's like a poor water-bound *R-Type* . 68%

SUMMER GAMES
SEGA £29.99
This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. Give it a miss. 40%

SUPER KICK OFF
US GOLD £29.99
All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a bit of a shame. 80%

SUPERMAN
VIRGIN £32.99
An atmospheric platformer that suits our superhero down to the ground. Each level contains a variety of well drawn backgrounds and impressive sprite animation. 78%

SUPER MONACO GP
SEGA £29.99
A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68%

SUPER MONACO GP II
SEGA £34.99
A useless motor racing simulation which fails to create any kind of enthusiasm. The graphics are dire and the whole game should be avoided at all costs. 21%

SUPER REAL BASKETBALL
SEGA £24.99
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%

SUPER SMASH TV
ACCLAIM £29.99
A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's too hard. 65%

SUPER SPACE INVADERS
DOMARK £32.99
Original waves and a sensational simultaneous two-player option set this above any clone. 82%

SUPER TENNIS
SEGA £9.99
This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

TAZ-MANIA
SEGA £29.99
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%

TECMO WORLD CUP '93
SEGA £29.99
Very different from the arcade, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and is a poor release. 69%

TEDDY BOY
SEGA £9.99
Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70%

TENNIS ACE
SEGA £14.99
Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney. 83%

THE TERMINATOR
SEGA £34.99
Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough as the man himself and won't be completed in a hurry. 90%

THUNDER BLADE
SEGA £14.99
There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 65%

TIME SOLDIERS
SEGA £29.99
The coin-op was based was a fairly torrid affair. More time is spent running from enemies than fighting them and this gets very tedious. 36%

TOM AND JERRY
SEGA £29.99
You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74%

TRANSBOT
SEGA £9.99
Oh dear! It has all the usual elements; shoot-'em-up, based in a post nuclear world and invading aliens, but it's so badly programmed that *Transbot* is pretty awful. 26%

TRAP SHOOTING
SEGA £29.99
As the title suggests, this is a clay pigeon shooting sim. Not exactly wonderful to play, but the well-animated targets can prove fun to hit. Limited appeal. 45%

TRIVIAL PURSUIT
DOMARK £29.99
This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%

ULTIMA IV
SEGA £39.99
If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast, challenging and it comes with a great manual and map. 92%



ULTIMATE SOCCER
SEGA £29.99
Plenty of options and challenging competitions make this a well put together footy sim that has good graphics and addictive gameplay. 84%

VIGILANTE
SEGA £29.99
This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment, but the game is simplified slightly in its translation. 77%

WWF: STEEL CAGE
ACCLAIM £32.99
Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. 79%

WANTED
SEGA £24.99
Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! 78%

WIMBLEDON
SEGA £14.99
Centre court has never been so good on the MS. Realistic graphics and superb animations made even better by super-fast play. This is a tennis sim of the highest standard. 90%

WONDER BOY
SEGA £24.99
This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81%

WONDER BOY IN MONSTERLAND
SEGA £29.99
The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest. 89%

WONDER BOY IN MONSTERWORLD
SEGA £29.99
An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90%

WONDER BOY III: DRAGON'S TRAP
SEGA £29.99
If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

WOODY POP
SEGA £19.99
This may be hard to get hold of as it uses the Paddle Control, which is no longer available. Cutesy graphics, but that's about it. 47%

WORLD CLASS LEADER BOARD
US GOLD £29.99
A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83%

WORLD CUP ITALIA 90
SEGA £24.99
It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than the real thing. 77%

WORLD GAMES
SEGA £24.99
This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. 65%

WORLD GRAND PRIX
SEGA £12.99
This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70%

WORLD TOURNAMENT GOLF
SEGA £32.99
Thankfully, this golfing sim comes across fairly well on the MS. There are many different competitions to enter and the controls are very easy to master. 75%

WORLD SOCCER
SEGA £24.99
A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63%

XENON II
VIRGIN £29.99
You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some dodgy collisions. 85%

Y'S: THE VANISHED OMENS
SEGA £32.99
An excellent RPG, but doesn't have the playability of *Ultima*, *Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 84%

ZAXXON 3-D
SEGA £19.99
Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. 42%

ZILLION
SEGA £24.99
The Norsa forces are expanding and you must blow them up. Some great statics and a decent storyline help create an involving atmosphere. 67%

ZILLION II
SEGA £24.99
Identical to the original, with the evil Baron Ricks up to his old tricks. He's captured your friends and you must help them soon. Gripping stuff. 67%

master system The Pros' TOP 30

1 Sonic The Hedgehog 2
2 Asterix
3 The Lucky Dime Caper
4 Prince Of Persia
5 Castle Of Illusion
6 R-Type
7 Phantasy Star
8 Mortal Kombat
9 Bart vs The Space Mutants
10 Wonderboy III: Dragon's Trap
11 Land Of Illusion
12 Champions Of Europe
13 Ultima IV
14 Sonic The Hedgehog
15 James Pond II: Robocod
16 Columns
17 Fantasy Zone
18 Ninja Gaiden
19 Alex Kidd in Miracle World
20 Outrun Europa
21 Streets Of Rage
22 Wonderboy in Monster World
23 SpellCaster
24 Rescue Mission
25 The Terminator
26 Impossible Mission
27 Wimbledon
28 Alien 3
29 Shadow Of the Beast
30 Ghouls'n'Ghosts
29 Fantasy Zone 2
30 Bonanza Bros

ASTER SYSTEM CHARTS • MASTER SYSTEM CHARTS • MASTER SYSTEM CHAR

PRO CHARTS

There's very little movement in the MS charts, but with Sega's recent batch of superb third party releases, the charts should be more active in a month's time.

OUR PRICE music – GAME ZONE

1 Lemmings
2 Alien 3
3 Sonic 2
4 Tazmania
5 Terminator
6 Streets of Rage
7 Prince of Persia
8 Batman Returns
9 The Simpsons
10 Chuck Rock

Virgin GAMES

1 Mickey Mouse II
2 Tecmo World Cup
3 WWF Steel Cage
4 World Tour. Golf
5 Sonic 2
6 Streets of Rage
7 Tazmania
8 Super Tennis
9 Wonderboy in Monster
10 Superman

HMV

1 World Tour. Golf
2 Tecmo World Cup
3 Wimbledon 2
4 Superman
5 Mickey Mouse II
6 Andre Agassi
7 Crash Dummies
8 Superman
9 Alien 3
10 Predator 2

PRO CLASSIFIEDS

Wanted

Have you got any unwanted Marvel or DC comics, new or old, in good condition? Contact Tristram on (0734) 772229. Prices to be confirmed.

Wanted for the MD, Castle of Illusion, Quackshot and Streets of Rage II. Will pay up to £20. Tel David on (0508) 418108. Norfolk area.

Can anyone send me tips on Dungeons and Dragons on the MD? 67 Latchingdon Rd, Cold Norton, Chelmsford, Essex CM3 6HT. Thank you.

SEX! Now I've got your attention! Wanted Game Gear TV Tuner, also Prince of Persia, Outrun and a case. Tel Matthew on (0252) 878017.

I want your MD or MS games! I will pay up to £20 per game. Call Colin now on (0732) 351220.

Wanted Radio Controlled Car. Will swap for Game Genie or 2 games from Sonic 1, 3x3 Eyes, Wonder Boy 3, Gynoug. Please Tel 763932 between 4pm and 10pm and day.

Wanted. Cheap second hand games. Write to W. Ennis, Haarlemmerweg 181 HS, 1051 LB Amsterdam Netherlands.

Space Invaders '90 by Tatio. Where the hell is this game! If you have a copy, I will to pay between £25-30. Tel (0768) 899773.

Game Gear/Master System owner needs second hand carts especially Light Phaser Games, Fantasy Zone for Master System, sport games or racing games. Phone Mandy (081) 598 1016 .

Wanted Mega Drive games between £10 and £15. Especially EA Hockey or NHLPA Hockey. All games considered. If interested write to: David Hanney, Hunters Moon, Barneston, Essex.

I would like to have box and instructions for Dick Tracy. Will pay £4 for good condition, ring Lawrence on (0344) 22548 (Berkshire Area) before 9pm.

Wanted Sega Game Gear. Will pay up to £65 depending on contents of package. Contact Tim on (0460) 67267.

For Sale

Amiga 500 With one Meg for sale. With 60 games, *Street fighter 2*, *Flashback* and *Bodyblows*. Will sell for £190. Tel Gavin on (0286) 674681

For Sale, Mega Drive. *Desert Strike* £25, *M-1 Abrams* £15. *Mega Games* (Three on one cartridge) £20. Tel (0252) 21936 After 6pm.

Mega Drive for sale with five games. Includes *Sonic*, *Toki*, *Risky Woods*, *Greendog*, *Alisia Dragon*. Worth around £260, but will sell for £180. Ring Mat on 0825 071791.

Nintendo for sale. Four games, *Mario 1*, *Mario 3*, *Turtles* and *Top Gun*. Will sell for £75 ono, or swap for Mega Drive with 1 game. Call Simon on (0844) 353348

Mega Drive games wanted. Will pay up to £20 for good carts. Send list to Darren Bransgrove, 35 Natal Road, New Southgate, London N11 2HU

For Sale or to Swap *Hardball* for any other Mega Drive game except *Sonic* 1 or 2. Will sell for £15. Tel (0305) 852101 after 6pm.

For Sale, Mega Drive. Prices as follows: *Thunderforce IV* £20, *Greendog* £20, *Sonic 2* £20, or the lot for £55. Please write to Kevin Lampar, 25 Scott Avenue, Great Amwell, Herts, SG12 8BG

For Sale, Sega Game Gear with *Sonic* 1 and 2. *Shinobi* 1 and 2, *Super Monaco GP*, *Wonder Boy* and *Ninja Gaiden*. Will sell for £130 or swap for Mega Drive. Tel (0532) 863925

For Sale, Mega Drive with three games. *Sonic*, *Shadow Dancer*, and *World of Illusion*. Two Sega Pads, one Quickjoy Propad and loads of mags. Worth £270, will sell for £160. Phone (0925) 263597

For Sale, Master System II that's 6 months old plus two new pads and 9 games. £110. Tel (0888) 62114

Mega Drive and 10 games for sale. Will sell together or seperately. Games from £21 to £28. All worth £515, sell for £350 ono. Tel (0703) 893554

For Sale, 2 Jap Mega Drive games; *Wrestle War* & *Dynamite Duke*. Will sell for £10 each. Contact Ross on (0279) 724047

Mega Drive with 2 pads and 5 top games (All boxed as new) still under guarantee plus magazines. All for only £200 ono. Phone (0903) 233031

Mega Drive games for sale. *Lemmings* £22, *Tiny Toons* £27, *Road Rash 2* £25 or 3 for £65. All boxed with instructions. Phone (091) 3849654. Ask for Andrew.

Swap

Swap or sell Master System games such as *Super Kick Off*, *Double Dragon*, and Others. Tel (0324) 553798.

Swap all your unwanted games. Send your list including games you want, to Craig, Burndale Lane, Kilmacolm, Renfrewshire, PA13 4DE

Swap *James Pond* and *Quackshot* for Another World. Tel (0292) 262903 after 6pm.

Swap *Road Rash*, boxed, with instructions, for *Bulls vs Lakers* or *Team USA Basketball*. If interested phone (0373) 471 991 and ask for Andrew.

Amiga Needed. I'll swap my Mega Drive plus 10 games and 2 control pads for any Amiga with a few games. My Mega Drive games include *Sonic 2*, *Quackshot* and *Super Kick Off*.

Clubs

Sega Ace! Brill new fanzine for MS, GG, and MD. Got a Sega? Get this! Please send a S.A.E and a £1 cheque/P.O payable to 'ACE' at 19, Oldway, Bishopstow, Swansea. SA3 3DE

Pen Pals

Wanted. Penpal between the ages of 12-13; M. or F. Write to Fergus Yarrow, Ballymorris, Port Ireland. P.S Must be computer mad.

FREE READERS' ADS

FOR SALE.....PENPALS.....WANTED.....HELP.....SWAP.....CLUBS.....

Fill in the box with one word per square, cut-out the coupon and send it to:
FREE READERS' ADS, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

PRO CHARTS

Acclaim's *Steel Cage* and Mickey's *Land Of Illusion* are still accounting for most of the GG activity.

The Pros' TOP 20

1. Sonic The Hedgehog 2
2. Land Of Illusion
3. Castle Of Illusion
4. The Lucky Dime Caper
5. Prince Of Persia
6. Super Kick Off
7. Spider-Man
8. Bart vs The Space Mutants
9. GG Aleste
10. Columns
11. Sonic The Hedgehog
12. The Terminator
13. Rastan Saga
14. Shinobi II
15. Super Off Road Racer
16. Chakan: Forever Man
17. Streets Of Rage
18. Popils
19. Alien 3
20. Lemmings

OUR PRICE GAME ZONE

1. WWF Steel Cage
2. Mickey Mouse II
3. Sonic the Hedgehog 2
4. Wimbledon Tennis
5. Alien 3
6. Crash Dummies
7. Global Gladiators
8. Lemmings
9. Tazmania
10. Chakan

HMV

1. Lemmings
2. Sonic the Hedgehog 2
3. Home Alone
4. Mickey Mouse II
5. Crash Dummies
6. WWF Steel Cage
7. Streets of Rage
8. Prince Of Persia
9. Outrun Europa
10. Master of Darkness

Virgin GAMES

1. Mickey Mouse II
2. WWF Steel Cage
3. Sonic 2
4. Aliens 2
5. Super Kick Off
6. Lemmings
7. Prince of Persia
8. Home Alone
9. Tazmania
10. Tom and Jerry

THE PRO FILE — GAME GE

AERIAL ASSAULT
SEGA £25.00
Oh dear! A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. 42%

ALIEN ^{3}
ARENA £27.99
All action platform game with superb graphics and atmospheric tunes. *Alien*^{3} offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

ALIEN SYNDROME
SIMS CO IMPORT
The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%

ARIEL: THE LITTLE MERMAID
SEGA £24.99
Ariel may look the business, but that's as far as it goes. A waste of a Disney licence and not much fun unless you're a beginner. 71%

AX-BATTLER
SEGA IMPORT
One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

BART VS THE SPACE MUTANTS
FLYING EDGE £29.99
Move over Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with super graphics, great sound and wicked gameplay. 92%

BATMAN RETURNS
SEGA £24.99
Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 65%

BATTER UP
SEGA £24.99
The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%

THE BERLIN WALL
KANEKO IMPORT
Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

BUSTER BALL
RIVERHILL IMPORT
Speedball is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

CASTLE OF ILLUSION
SEGA £24.99
Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 93%

CHAKAN: THE FOREVER MAN
SEGA £24.99
Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%

CHASE HQ
TAITO IMPORT
Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%

THE CHESSMASTER
SEGA £27.99
Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%

CHUCK ROCK
SEGA £25.00
Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

COLUMNS
SEGA £19.99
Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%

CRASH DUMMIES
ACCLAIM £29.99
All that's here is a small compendium of very short and addictive stages that may interest the very young, but at this price, I doubt it! 49%

CRYSTAL WARRIORS
SEGA £29.99
Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times, but very impressive overall. 79%

DEVILISH
SEGA £24.99
Far from original, but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!) 37%



DOUBLE DRAGON
VIRGIN £27.99
A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also far too slow and frustrating to bare. 45%

DRAGON CRYSTAL
SEGA £24.99
A very big game for such a small machine and well worth the attention of all RPG buffs. It's packed with loads of pick-ups and plenty of people to talk to. 80%

EVANDER HOLYFIELD BOXING
SEGA £24.99
Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%

FACTORY PANIC
SEGA £24.99
Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, but make this one tough and enjoyable game. 86%

FANTASY ZONE
SEGA £19.99
Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%

FROGGER
SEGA £19.99
Frogger 's attraction is to see your friend get run over on his first couple of goes. After you are familiarised with the timing, it becomes very repetitive and simplistic. 75%

G-LOC
SEGA £24.99
G-LOC moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GALAGA '91
NAMCOT IMPORT
A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

GALAGA 2
SEGA £27.99
Although playing that old classic *Space Invaders* may seem like fun, it's not that great if you're shelling out £27.99 for it. Enough said. 60%

GEORGE FOREMAN'S BOXING
ARENA £24.99
This sad boxing sim (also known as *Heavyweight Champ)* becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%

GG ALESTE
COMPILE IMPORT
Halley Wars pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole *Aleste* experience one you will never forget. 92%

GLOBAL GLADIATORS
VIRGIN £27.99
The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%

GRIFFIN
IMPORT
A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics of foxy young Japanese girls and addictive gameplay make this a great game. 86%



HOME ALONE
SEGA £27.99
Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. 42%

HALLEY WARS
SEGA £24.99
The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

HEAVYWEIGHT CHAMP
SEGA IMPORT
This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%

THE HUMANS
GAMETEK IMPORT
This above average puzzler may look the part, but it is lacking the playability that *Lemmings* offers. It's also frustrating. 75%

INDIANA JONES 3
SEGA £24.99
Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. 78%

JOE MONTANA FOOTBALL
SEGA £24.99
Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION
SEGA £24.99
Overly difficult puzzle game in which you have to rearrange the pieces of a jigsaw.It's fun for a while, but it ultimately drives you insane. 72%

KLAX
DOMARK £27.99
Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%

KRUSTY'S FUN HOUSE
ACCLAIM £29.99
A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 77%

LAND OF ILLUSION
SEGA £29.99
It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 94%

LEMMINGS
SEGA £27.99
Take control of the Lemmings and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%

THE LUCKY DIME CAPER
SEGA £24.99
Cartoon capers with this favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

THE PRO FILE — MEGA CD

AFTER BURNER III
CRS IMPORT
This all-action arcade flight sim isn't very good. Poor graphics and a ridiculous, increasing difficulty level make this nothing more than an average game. Nice music, though. 45%

BATMAN RETURNS
SEGA £39.99
Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spoiled by the bland platform sections and impossible difficulty level. 86%

BLACK HOLE ASSAULT
SEGA £39.99
Superb visual sequences to see and background music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to upkeep interest. 45%

CHUCK ROCK
SONY IMPORT
Not much different from the Mega Drive version. Similar graphics, but nicer intro sequence and better sound. Still playable but doesn't us tthe machine's capabilities. 72%

ROBO ALESTE
COMPILE IMPORT
Constantly repetitive shoot-'em-up which tries to compete with *Sol-Feace*. CD games should be more advanced and while this is fantastic to look at, the gameplay is totally boring. 60%

EARNEST EVANS
WOLFTEAM IMPORT
One of the first releases for the Mega-CD. Spectacular graphics and a good storyline. Numerous soundtracks and constantly challenging stages make this platformer a real pleasure to play. 56%



DEVASTATOR
IMPORT £41.00
This shoot-'em-up has the fast and addictive action that's typical of the CD's capabilities. Opening movie sequences are great, but the graphics during the game are rather disappointing. 73%

FINAL FIGHT CD
SEGA £39.99
Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. 91%

FUNKY HORROR BAND
SEGA IMPORT
Far from impressive Japanese RPG. This is mainly due to the text being in the above mentioned language. Unfortunately, the graphics and sound which are great, end up being totally wasted. 23%

HEAVY NOVA
MICRONET IMPORT
A fantastic introduction, as with the majority of Mega-CD games, but little else to offer. Two fighting robots in a one-on-one battle with terrible gameplay. Hardly original and just about bearable. 34%

HOOK
SONY IMPORT
Brilliant visuals and an enchanting story line. All the right ingredients for a great game, but slightly lacking on gameplay. 50%

JAGUAR XJ220
SEGA £39.99
Thie first Mega-CD racer isn't too bad, but apart from the course designer and nice music, there's little in it that couldn't have been done on a cart. 72%

KRIS KROSS MAKE MY VIDEO
SONY IMPORT
A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different and there should be more to come from the top bands in the Sony music stable. 56%

MARKY MARK: MAKE MY VIDEO
SEGA £39.99
Despite the superb motion video while you edit Marky's video, gameplay is dull. Even if you're a fan of insipid pop music, this won't offer much! 49%

NIGHT TRAP
SEGA £49.99
One of the first CD games to use full motion video, although highlighting the usual display limitation of the Mega-CD. It's a big game and there's lots of challenging gameplay. 60%



NIGHT STRIKER
IMPORT £41.00
A very easy shoot-'em-up where the graphics are too pixilated and the challenge is far too easy. The scaling works well, but CD gamers will be disappointed with this drivel. 36%

PRINCE OF PERSIA
SEGA £39.99
Totally engrossing, but possibly too challenging. The well-known platformadventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

ROAD AVENGER
SEGA free with Mega-CD
Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 60%

SEWER SHARK
SEGA £39.99
The grainy graphics provide the feel of a futuristic adventure. The atmosphere and story are great, but the gameplay is too shallow. 62%

SHERLOCK HOLMES
SEGA IMPORT
A welcome change to an action-packed market. Only three cases to solve, but user-friendly interface and complex clues prolong life. 78%

SOL FEACE
SEGA free with Mega-CD
The original blast-'em on the Mega-CD. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! 44%

SUPER LEAGUE CD
SEGA IMPORT
What a dire piece of plastic. *Super League CD* offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. 49%



SHERLOCK HOLMES II
SEGA £39.99
Three more cases await Holmes in a sequel that boasts impressive film sequences that add up to one hours viewing time. It's a shame the challenge is limited. 79%

SWITCH
IMPORT
Perhaps the most bizarre Japanese game we've ever seen! This has no gameplay in the traditional sense and getting through each level relies on luck! Although this sounds very strange, the graphics and wacky sense of humour are brilliant! 67%

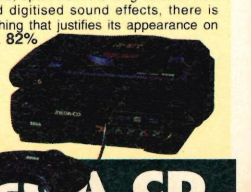
TIME GAL
WOLFTEAM IMPORT
Fantastic cartoon quality graphics throughout and some of the best music so far. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, check it out soon! 80%

THUNDER STORM FX
WOLFTEAM IMPORT
Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. 84%

THE ADVENTURES OF WILLY BEAMISH
SIERRA £39.99
Willy must avoid a barrage of do-gooders in his quest to compete in the Nintari championships. Solutions to his problems are often far too easy, and there is a long wait between interactions. 55%

WOLFCHILD
SEGA £39.99
A suitable attempt at a CD platform, where as the Wolfchild, you mutate between man and wolf. Nothing special. 70%

WONDER DOG
SEGA IMPORT
Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound effects, there is nothing that justifies its appearance on CD. 82%





MAPPY
IMPORT
Jump around platforms collecting things. Not exactly original and not exactly good either. The graphics are really unimaginative and there's no playability. 50%

MARBLE MADNESS
DOMARK £24.99
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically superb. 79%

MONSTER WORLD II
SEGA IMPORT
A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

NINJA GAIDEN
SEGA £24.99
Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

OLYMPIC GOLD
US GOLD £27.99
Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%

OUT RUN
SEGA £24.99
The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 77%

OUT RUN EUROPA
SEGA £19.99
The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

PAC-MAN
SEGA £24.99
What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

PAPERBOY
DOMARK £24.99
Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

PENGO
SEGA £19.99
This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 79%

POP BREAKER
IMPORT
Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%

POPILS
DOMARK £24.99
Puzzle fans everywhere should own a copy of *Popils*. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

PRINCE OF PERSIA
DOMARK £27.99
One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

PREDATOR 2
ACCLAIM £29.99
Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%

PSYCHIC WORLD
SEGA £24.99
Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%

PUTT AND PUTTER
SEGA £25.99
When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%

RASTAN SAGA
SEGA £24.99
Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%

RC GRAND PRIX
IMPORT £29.99
Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well. This has all the right elements, but doesn't manage to keep your attention. 59%

SHINOBI
SEGA £24.99
Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

SHINOBI II
SEGA £27.99
Totally addictive gameplay with different routes to explore everywhere. Rescue your fellow ninja and find the Elemental Crystals to enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

SKWEEK
SEGA IMPORT
Also known as *Slider*, it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SLIDER
SEGA £24.99
Also known as *Skweek*, it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SOLITAIRE POKER
SEGA £24.99
Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

SONIC THE HEDGEHOG
SEGA £29.99
Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%

SONIC THE HEDGEHOG 2
SEGA £24.99
As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves Sonic can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%

SPACE HARRIER
SEGA £24.99
The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. 71%

SPIDER-MAN
FLYING EDGE £24.99
Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics, but also some enthralling gameplay over five massive stages. 92%

SPIDER-MAN 2
ACCLAIM £29.99
A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%

STREETS OF RAGE
SEGA £24.99
Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%

SUPERMAN
VIRGIN £27.99
Good old Superman has finally made his way on to the hand held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 77%

SUPER GOLF
SIGMA IMPORT
Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%

SUPER KICK OFF
SEGA £29.99
The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%

SUPER MONACO GP
SEGA £19.99
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

SUPER MONACO GP II
SEGA £25.99
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%

SUPER OFF ROAD RACER
VIRGIN £24.99
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%

SUPER SMASH TV
FLYING EDGE £24.99
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

TALESPIN
SEGA £24.99
Disney games are reknowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. 35%

TAZ-MANIA
SEGA £24.99
A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%

TENGEN'S WORLD CUP SOCCER
DOMARK £27.99
Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a highly addictive and playable soccer game. 85%

THE TERMINATOR
VIRGIN £27.99
One of the finest platform blasters ever to arrive. Superb sprite animation and totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%

TOM AND JERRY
SEGA £27.99
A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure. 80%

VAMPIRE MASTER OF DARKNESS
SEGA £27.99
Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 85%

VIKING CHILD (THE)
GAMETEK £19.99
Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

WWF: STEEL CAGE CHALLENGE
ACCLAIM £29.99
The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet, but obviously it won't appeal to everyone. 84%

WAGON LAND
NAMCOT IMPORT
Cute Japanese graphics with rather impressive additional features. Nothing more so than the weapon your user friendly frog fires. 66%

WIMBLEDON
SEGA £29.99
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%

WONDER BOY
SEGA £19.99
This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%

WONDER BOY: DRAGON'S TRAP
SEGA £19.99
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right, but unoriginal. 75%

WOODY POP
SEGA £19.99
Break-Out games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%

WORLD CLASS LEADERBOARD
SEGA £24.99
Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

The biggest ever Sega game catalogue will return next month, packed with more info than ever before. With more Protips and more ProFiles, can you afford to miss it?

GAME GENIE CODES

Every month, Game Genie codes are updated and sent into us at SEGAPRO. If you are stuck on a particular game and the relevant code has not been listed, phone the Game Genie helpline on (084) 323088. More game busters next month, but if you discover any codes in the meantime send them to: Game Genie Codes, Paragon Publishing, SEGAPRO, 124 Old Christchurch Road, Bournemouth BH1 1NF.

PGA TOUR GOLF
RH9A R6ZA
EADT AA4C
Easy game
B. Memory, NortholtS

CHAKAN
RLGA TA4C
Invincibility
POAT XTVR
Start with four blue potions
OPAT XTVW
Start with four green potions
POAT XTV0
Start with four red potions
POAT XTV4
Start with four clear potions
RGJA W600
Super jump
ACGT VE7W
Infinite time

THUNDER FORCE 4
AABT AA5J +
AJTA AA20 +
RZMT A6YW
Master code – must be entered
A25T AA8T
Invincibility
AKWT AA8R
Infinite lives
A5BA AAFC
Start with seven lives
A9BA AAFC
Start with 8 lives
BMBA AAFC
Start with 11 lives
CXBA AAFC
Start with 21 lives

TOEJAM AND EARL
ZZ8A DT2Y
No enemies

SUPER MONACO GRAND PRIX 2
A2AA CAFG
Faster low end acceleration
BJAA CAFG
Much faster low end acceleration
EJAA CACL
Faster high end acceleration and top speed
DAAA CACL
Much faster high end acceleration and top speed

AQUATIC GAMES
RH9T R60T
Master Code – must be entered
100m splash
1B2T BEY0
Clock runs slower
1B2T BNY0
Clock runs faster
Kipper watching
ALXT AA9G +
ALXT AA9Y
Never miss qualification
1CXT BEYR
Clock runs slower
1CXT BTYR
Clock runs faster
Hop, skip & jump
ANMA AWBY +
BCET AABW
Nine attempts
Bouncy castle
1CST BEYJ
Clock runs slower
1CST BNYJ
Clock runs faster
Feeding time
1CBA BEZG
Clock runs slower
1CBA BTZG
Clock runs faster

ACTION REPLAY PRO CODES

The Pro Action Replay is a games-busting cartridge that not only allows you to enter codes for cheats, it also lets you find them yourself. This month we've also got Game Gear codes! The Game Gear Action Replay is Datel's latest addition to their cheats range, so if you're a GG owner, it could be a necessity!

If you have any Pro Action Replay codes for either the Mega Drive, Master System or Game Gear send them to:

Jason's ProTips, SEGAPRO, Paragon Publishing Durham House, 124 Old Christchurch Road Bournemouth BH1 1NF. We'd prefer it if you sent in codes for new games, but we don't mind codes for old games too!

MEGA DRIVE

COOL SPOT
FFF5E 00007
Infinite energy
FF071 40038
Infinite time
FF078 A0039
Each spot worth 10
FFF67 300FF
Invincibility
FF078 C0034
Unlimited lives
Turn off the AR between levels.
Martin Mayfield, Rotherham

CYBORG JUSTICE
FFA55A0004
FFB2F70004
Infinite lives
Ahluwalia, Jersey

JUNGLE STRIKE
FF6A0 D0003
Infinite lives
FF10C 70064
Unlimited fuel
FFBF8 7003C
Infinite hydras
FFBFC 70009
Infinite hellfires
FFBF4 700E8
Infinite guns

MICRO MACHINES
FFA6C 70003
Infinite lives for player one
FFA6A 50004
Activate Action Replay during races only to finish first.

MUHAMMED ALI HEAVYWEIGHT BOXING
FF048 F000X
Fight the same boxer (X ranges from 1-9)
FF059 F000X
Choose the same rank (X ranges from 1-9)

SUNSET RIDERS
FFB09 90004
Infinite lives

SUPERMAN
FFF83 900FA
Infinite energy

MASTER SYSTEM

AFTERBURNER
00C0 1802
Infinite lives

ASTERIX
00C0 A295
Infinite time
00C0 9D99
99 tries
00C0 9F50
Bonus stage
00C0 8C01
Key
Tony Fleming, Newcastle Upon Tyne

DONALD DUCK AND THE LUCKY DIME CAPER
00C0 6903
Infinite lives

FIRE AND FORGET II
00CE 7F05
Infinite lives
00CD 5724
Infinite flying
00CD 561F
Infinite fuel
00CD 5E0D
Infinite rockets

MONACO GRAND PRIX II
00C5 2981
Cannot crash
00C5 17A3
Always win

ENDURO RACER
00C3 9260
Infinite time
Matthew Hill, Norfolk

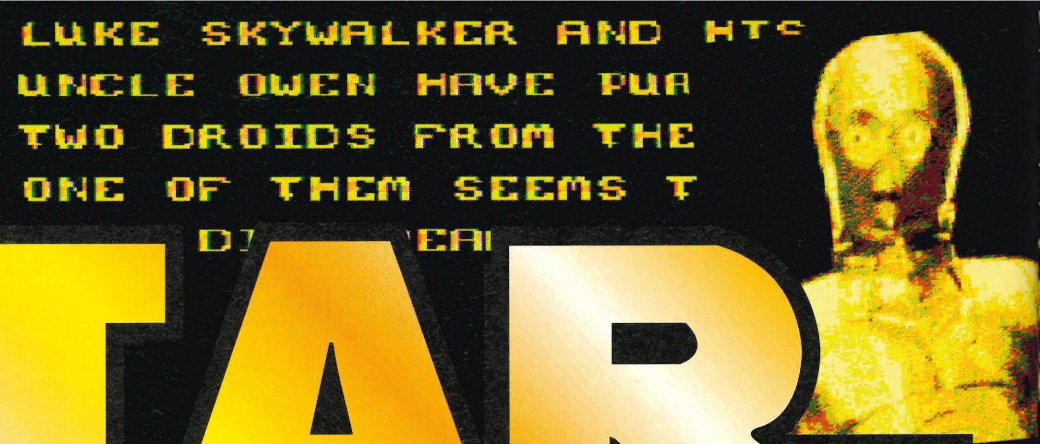
GLOBAL GLADIATORS
00D0 B905
Infinite lives
00D0 BA3F
Infinite energy
00D4 EB57
Infinite time
Matthew Hill, Norfolk

TRANSBOT
00C1 5D03
Infinite lives
Matthew Hill, Norfolk

WONDERBOY
00CC360C
Infinite energy
00C1 2D02
Infinite energy
Matthew Hill, Norfolk

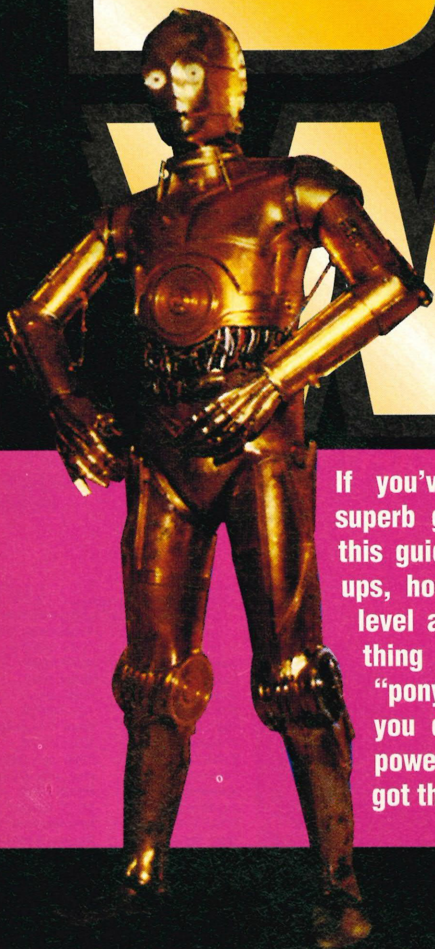
GAME GEAR

ALIEN 3
00C42403
Infinite lives
00C4 6A55
Infinite energy
00C4 2763
Infinite machine gun
00C4 290A
Infinite flame thrower
00CA 2B0A
Infinite bazooka
00C4 2D0F
Infinite hand grenades
00C4 7903
Infinite time
Switch AR off at the end of each level.
Chris Bentley, Nantwich



STAR WARS

MASTER SYSTEM



If you've been struggling on this superb game, we have put together this guide. Where to find the power-ups, how to find your way out of a level and what everything and anything does – it's all here! Jason "pony tail" Johnson proves that you don't need the force (or the power for that matter) when you've got the pro!

Your task in *Star Wars*, as in the movie, is to destroy the Death Star. To do this you must search every corner of the desert planes of Tatooine, recruit a suitable accomplice to pilot you out of numerous sticky situations, rescue the princess from prison and finally destroy the Death Star.

A small band of comrades help you through these situations, but they must be recruited along the way. Obi-Wan Kenobi, R2-D2, Han Solo and Princess Leia are all hidden somewhere and you must find them.

Our story begins on a hostile desert planet, Tatooine. Hidden bunkers are situated in each direction and you must find the shields within the bunkers to take the Falcon safely through the later flight sections. Various weapons are concealed and energy power-ups are added bonuses.

TATOOINE

This planet features seven separate ports of call, each hiding a shield for the Millennium Falcon. Before you can leave the god-forsaken place you must find these shields. Go to each of the seven areas and find the hidden bounty. This short guide will help you find the exit and tell you what – or who – to look for and which direction to go.



NAME: Cave One
LOCATION: Central
BOUNTY: Laser Gun

Take your time when jumping over the spike pits as one slip can result in a loss of a life. Watch out for the lava falling from the ceiling and wait until it splashes, else you may find yourself wasting energy. A laser gun is next to the exit. Collect this before you leave and you'll have a half-decent weapon – the light saber is much better, but Han Solo has it and he's in the Cantina Bar.



NAME: Sandcrawler
LOCATION: North West
BOUNTY: R2D2

The exit is in the top-right corner, but before you find your way out you must tackle numerous jumps and Jawas. Ladders enable you to move around the levels, but one or two long jumps will be needed. Two energy power-ups are in the top half of the level and R2D2 is by the exit.



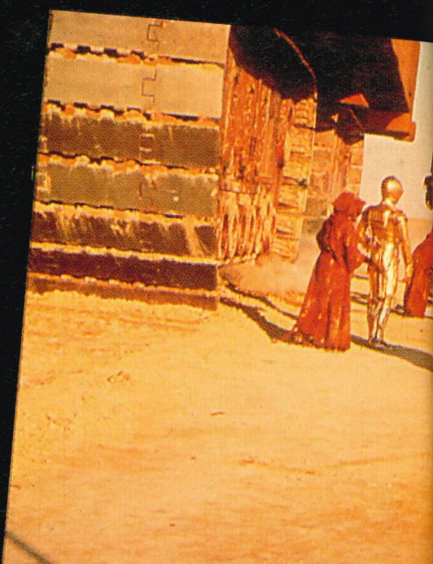
NAME: Cave Two
LOCATION: East
BOUNTY: One Shield

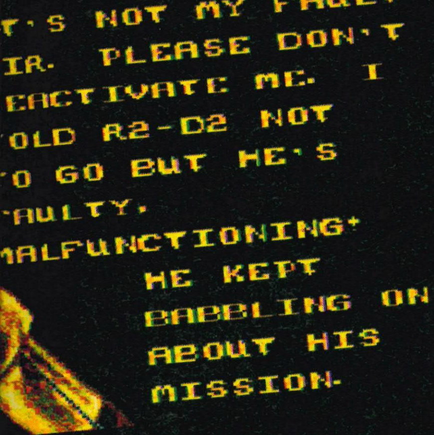
Shoot the creatures that crawl along the ground before they are given a chance to attack you. There is a shield directly below the entrance platform and two energy power-ups are to be found in the bottom half of the level. The exit is at the bottom-right corner and there's an energy power-up waiting should you need it.



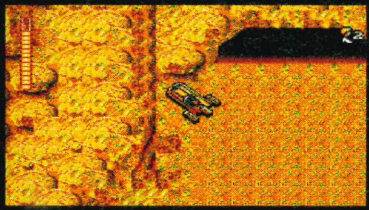
NAME: Cave Three
LOCATION: South
BOUNTY: One Shield

Walk off the top platform and drop down to find the exit and a shield. Don't bother

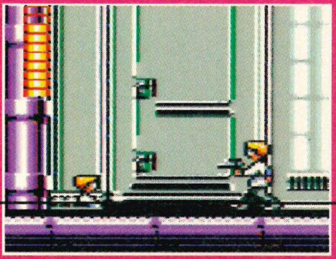




with the Tuscan Raiders, but if you come across one, zap it straight away. No energy power-ups are available in this cave, so ensure that you're boosted up before trying to find the shield.



USE THE FORCE!







Weapons and power-ups are to be found throughout the game, the most common of these being energy power-ups. Find another character and you are rewarded with a weapon, or if you're lucky, a partner. Here's a short guide to how each of the power-ups can be of help.

EXTRA LIFE
You will occasionally find a valuable extra life for Luke Skywalker. The rest of the team have just one rechargeable energy capsule.

LASER GUN
You'll find this at the exit of the first level and it is your basic weapon from start to finish.

SHIELD
Your Millennium Falcon space craft needs to be protected from asteroids and a shield is ideal .

ENERGY
The all-important energy bar can be given a useful boost with one of these, found at various locations on every level.

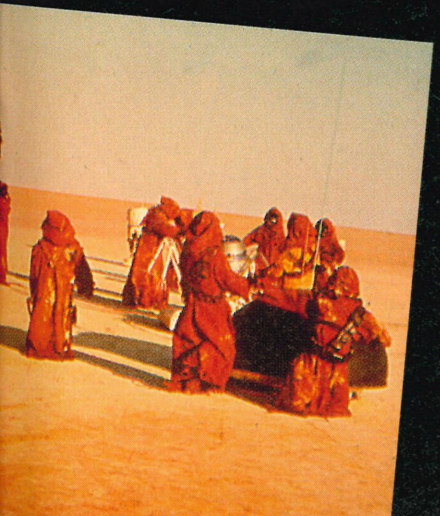
NAME: Cave Four
LOCATION: South West
BOUNTY: Two Shields

This is the largest cave with two shields that are located at the bottom and two energy power-ups can be found in the central area. The exit can be found in the bottom right. Before this, you must take on numerous guards and some long jumps. Use the small platforms to clear jumps and if you want an extra life there is a secret room in the middle of the cave.



NAME: Cave Five
LOCATION: North
BOUNTY: One Shield

Numerous rats need to be killed before you go anywhere. If you're the kind hearted type maybe a swift jump over them will suffice. Walk to the far right and drop off the end, the exit is below and a shield is there too. There are no energy power-ups to help you, but it's a fairly simple stage.





NAME: Kenobi Cave
LOCATION: North East
BOUNTY: Obi-Wan Kenobi, Light Saber

A little cheat on this level gives you plenty of lives to make your quest easier. Go right and drop down until you're near the middle section. The blocks to the right hide a secret room with two extra lives. Re-enter the level to find these extra lives and build up a store of them.



Having ventured through each of the caves and sand bunkers it is time to zoom off into the darkness. Your exit is at the bottom right of the map so drive the hover craft outta there! After a couple of in-flight sequences you land at Mos Eisley.

MOS EISLEY

Use the Light Saber that was given to you by Obi-Wan Kenobi to kill the storm troopers. There are numerous life power-ups along the way, so take your time and you should get through without much energy loss. After the first set of blocks, there's a door that you access by pressing UP.





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STAR WARS



It's time to make a quick exit from the Cantina Bar so run left and you'll arrive back where you started, but with the invaluable assistance of Han Solo, good eh? Watch out for the laser shots that are flying through the air as you make your escape.



Kneel, aim and fire! Stormtroopers tend to pop up at the most awkward times. As you can see Luke was in the process of tying his shoe laces when this plastic-armoured mutant ran onto the screen – proceed with care along this section.

CANTINA BAR

A simple, but rewarding addition to the Mos Eisley section is the Cantina Bar. You may remember the hilarious punters from the film. Well, they make a guest appearance here and must be dealt with accordingly. You battle to the right and find the ever-helpful, egotistic Han Solo at the end of the bar. He gives you a helping hand along the way and has a useful laser gun. Go back and exit where you originally entered.

Having exited the Cantina Bar, kill the storm trooper on the left and proceed right. Collect the power-ups and kill anything that shoots at you – it's simple enough! At the far end, you must perform a running jump from the last platform (holding B to run faster) to exit through the Hangar 94 gate.



HANGAR 94

This is another easy level with no more than a few storm troopers to take care of. You must use the suction tubes to reach the upper levels and avoid the laser fire from the guns in the walls. Watch their firing pattern before making your move. There are three energy power-ups to collect, so use them to build up your team.

ASTEROID FIELD

It's more a matter of luck than skill avoiding all of the asteroids on this clever sub-level. Keep your eyes peeled and use the D-pad to steer you and your buddies out of trouble. If successful, you'll land safely on Hangar One. If you are destroyed, your shields run out and it's end of game and time to use another continue.



HANGAR ONE



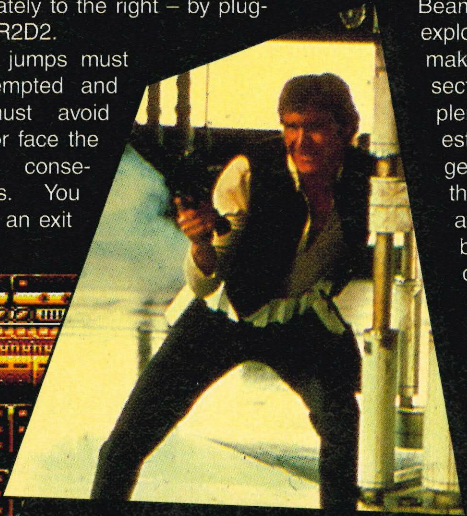
You land on Hangar One and are immediately attacked by a few unwelcoming storm troopers. Take care of them and continue to the far right where you'll come across the first of many neat suction tubes. In case you need a little energy replenishment, there's an energy power-up on the right as you go up. Use the platform to reach the top and exit after jumping right from the suction tube at the top left.

DEATH STAR

There are three energy power-ups to be found on this level and by all accounts you will probably need them. Storm troopers, and the like, have it in for you now and it is best to proceed with caution; with your Light Saber to the ready at all times. Don't forget to go into the port section – the third door immediately to the right – by plugging in R2D2.

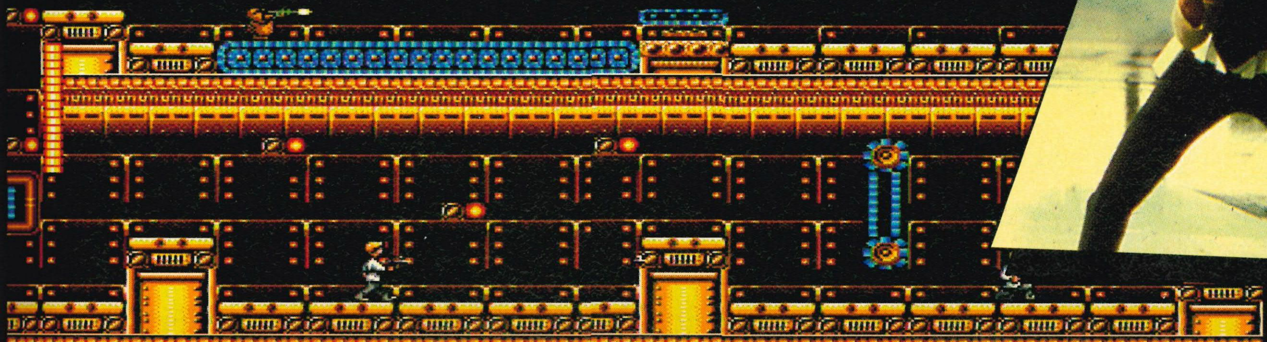
Long jumps must be attempted and you must avoid falling or face the deadly consequences. You will find an exit from the Death Star if you follow these directions after locating the princess' position:

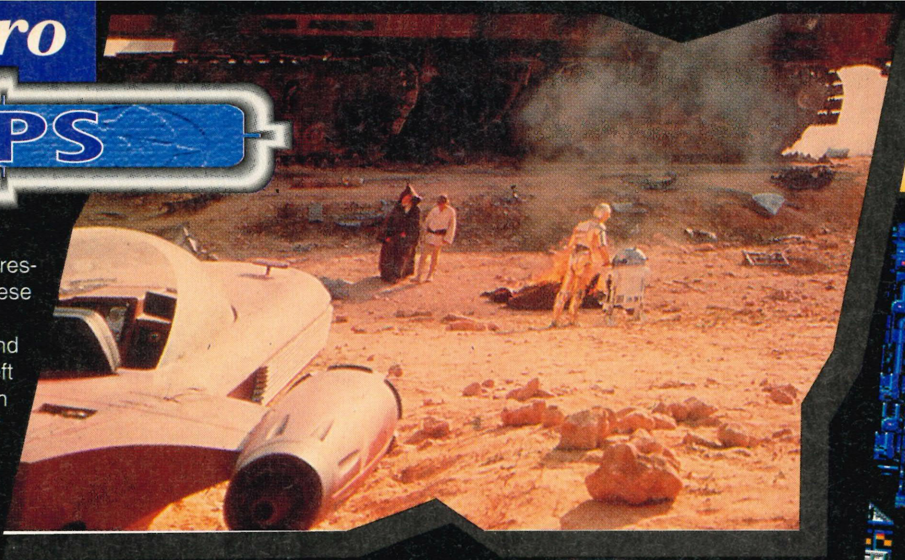
Left to second lift, up lift, right to lift, up, right to lift, down twice to lowest level, right to first lift, up, right to lift, up, left, small jump, up lift, right, three small jumps, up lift, three long jumps to the left, up lift, right, up lift, right, up lift to top of Death Star, two long jumps left, down lift, right to exit.



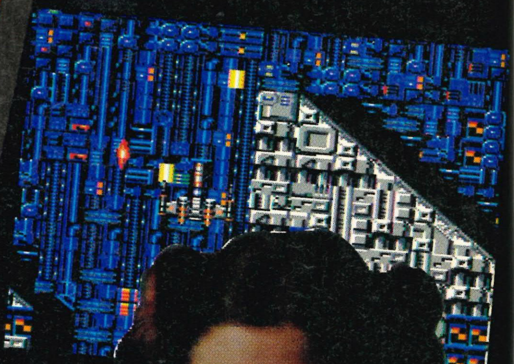
TRACTOR BEAM

In the style of a sub-level guardian you must hit the Tractor Beam generator until it explodes. It's very easy to make too much of this section and end-up losing plenty of lives. The easiest way of destroying the generator is to stand to the left or right and wait at the side until the beams are aimed down the other ladder. Jump on the ladder as it fires, drop to the side and fire at the generator. It's a hit-or-miss situation, but it only takes four or five direct hits to blow it up.





STAR WARS





PRISON

From the entrance you must rescue Leia. To do this follow these directions:

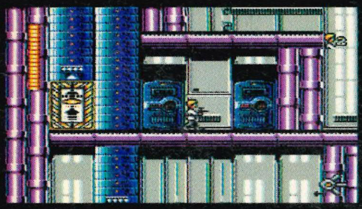
walk to the second lift and go down to the lower level, left and down the lift, right, down the first lift, right to the far end and up the lift, right and down the lift, right and into second prison chamber to rescue Princess Leia.

Now that you are reunited, it's time to get out of there. Follow these directions and you'll soon be in the safety of...the compactor!

Exit the prison cell and go left, up the lift and left again, down the lift, left to the third lift, down, right to first lift, up, right to first lift, down, right. Take a long running jump from the ledge, go down the lift and exit to the right.

There are other bonus pick-ups to be found in the Prison, including an extra life and numerous energy power-ups. The extra life is hidden in the bottom left corner and finding your way back to the exit from there is tricky. To get to the exit from here, follow this path:

After collecting the extra life go right, up lift, right, up lift, left to first lift, down, right, up lift, right to first lift, down, right, over gap, down lift, exit to the right.



TRASH COMPACTOR

Welcome to one of the more teasing levels, featuring the elusive Dia Noga Trash Compactor Monster. This stage is infuriating and will probably take you a while to master. The best advice is to take your time on the jumps and avoid the spikes at all costs – they'll knock your energy down very quickly. Make your way to the top-left corner using the conveyor belts to take on the monster.

It's a good idea to stay on the platform and shoot Dia Noga when it appears. Be very quick when you shoot it, else you might find yourself being eaten for breakfast, or, perhaps, stored in its secret den to be eaten alive later in the day! You must hit it several times before the next level is ready for you.



FINAL HANGAR

This is the last platform section, and is a tough one at that. Before long, you'll have to clear tricky jumps over spiked pits. Use the suction tubes to reach higher platforms and watch out for the stalactite on the ceiling. The exit is in the top-right corner and the only way of reaching it is practise at jumping over the spikes. Good luck, you're going to need it to finish this one.

FIGHTER CHASE

The penultimate battle takes you back into the Millennium Falcon and instead of a few asteroids the screen is full of missiles. Shoot them down or avoid them to make it to the next section. Continuing the film story line, the tie-fighters take control as Darth Vader senses the force. Shoot them down as and when they appear on-screen and you'll be onto the final level.

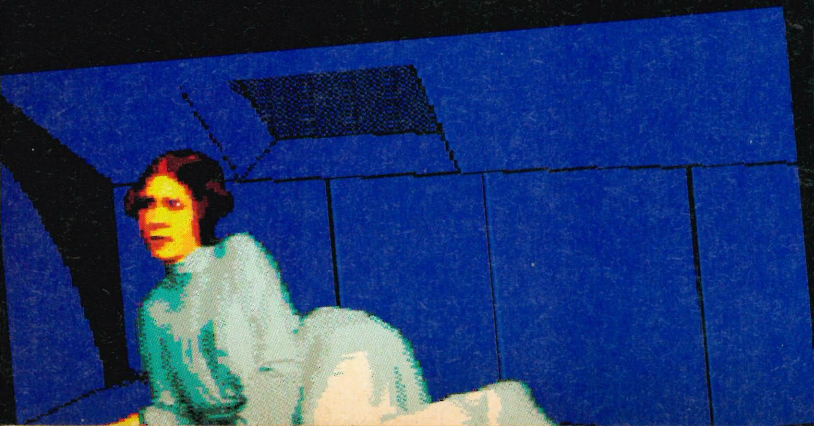


TRENCH CHASE

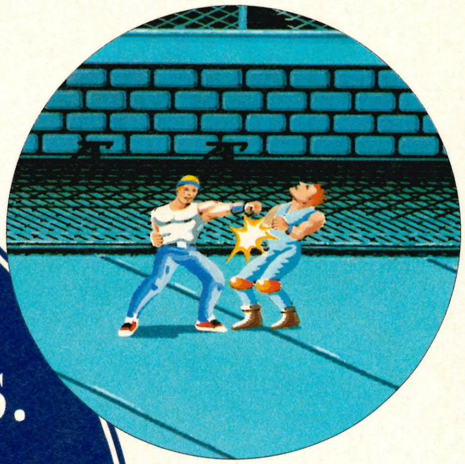
As in the movie, there is nothing more to do than kiss Darth Vader goodnight. Shoot the exhaust port at the end and viola, end of game! Be careful to avoid contact with the sides of the trench and watch out for enemy craft attacking from behind – use the torpedoes to kick them into touch.





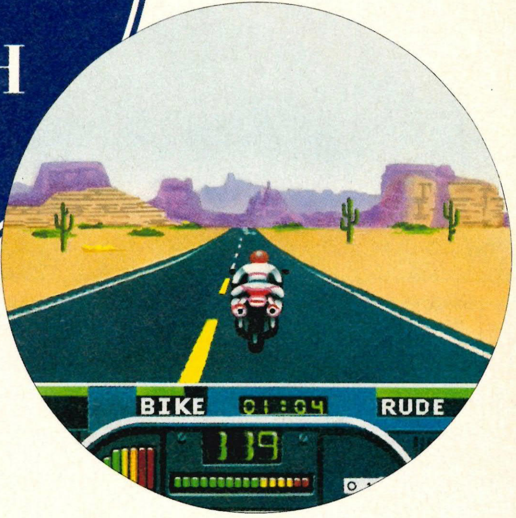






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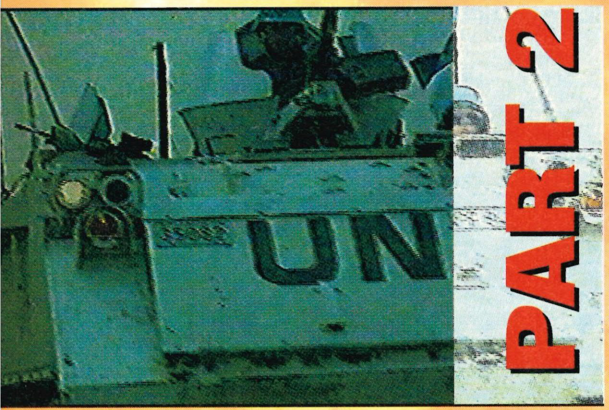
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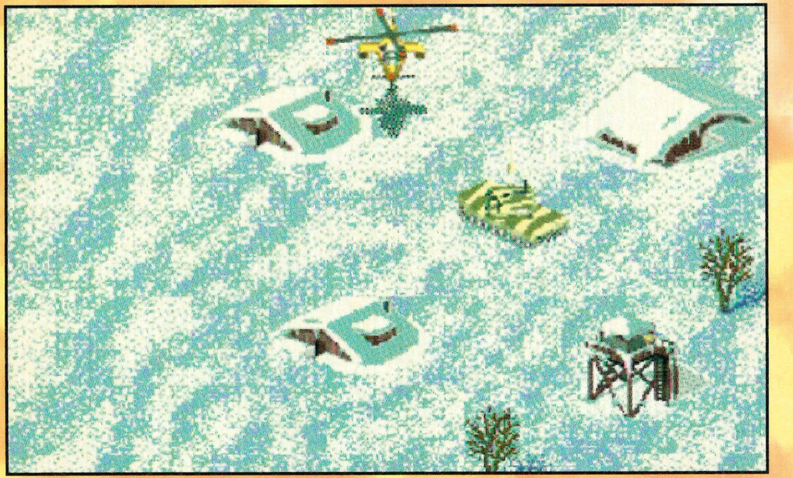
MEGA DRIVE

JUN STR

THE SEQUEL TO



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CAMPAIGN 6

Snow Fortress
WS6MHPZF9TJ

MISSION 1 – WILD BILL



From base, fly directly west to the POW camp. The camp is surrounded by Gatling guns, troops and watch towers. Approach with caution and don't cross the wall until the area is cleared. To destroy the enemies, skirt the wall in an anti-clockwise direction. Keep moving using hellfires and guns to destroy the towers. When the area is clear, rescue five prisoners including Wild Bill. You'll know when you've picked up Wild Bill from the info message. There is also an armour repair to be uncovered after you've rescued Bill.



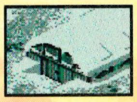
Whenever you cross an electric fence then it's guarenteed you'll end up in the thick of things. A rapid warning bleep represents the danger zone where you can expect some pretty rapid firing in all directions. Approach such areas with care and don't dive in!

MISSION 2 – RADAR SITES



From the camp, fly southwest to the three radar sites. Each is guarded by a Gatling gun. When you approach the targets, attack the guns when they face the other way. Now shoot the vans – the radar dishes will explode with them. Avoid flying into the fence enclosure as it's lethal!

MISSION 3 – MISSILE DEPOT



The missile depot has two M1 battle tanks that hit you quick, hard and often! You must use rockets for these (it takes two) and attack when their guns are pointing the other way. Take out the towers from outside the fence – then you won't have to worry about the tanks.

When the area is clear, use the chain gun to uncover and destroy the missiles.

MISSION 4 – SCOUT GENERAL



You'll need to fly northeast to rescue the Soviet weapons' specialist. He knows the location of the missile launchers. The area is surrounded by tanks and, again, you'll need to attack when they face the other way.

The General is hiding in one of the huts, so use the yellow dot on the map to locate the actual hut. Uncover ammo from other huts in the area. There are quite a few supplies hidden about here.

MISSION 5 – LAUNCHERS



Launchers are dotted around the area. Each missile launcher has an M1 tank nearby and they'll close in on you as you attack. The best method is to quickly fire two rockets at each missile launcher before the tanks reach you. If you're not as fast, take out the tanks with the usual surprise attack when they're not looking. Only five of the six launchers need be destroyed for the mission to be successful.

MISSION 6 – POWER LINES

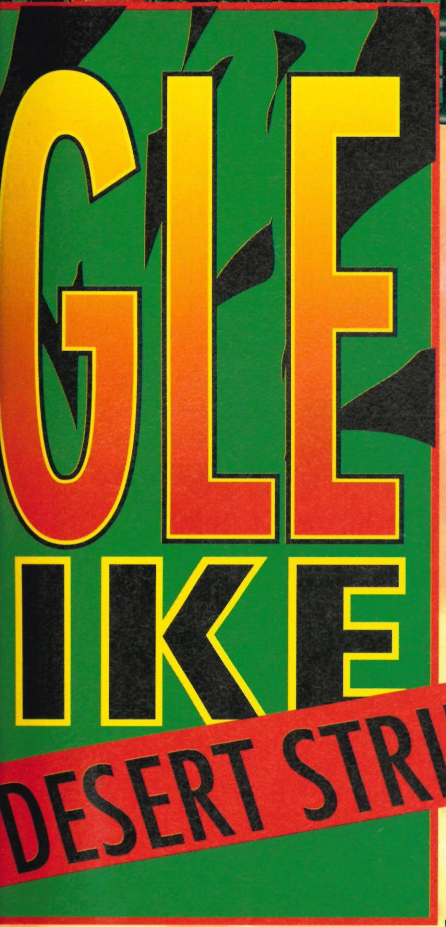


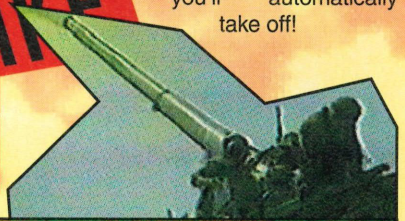
Knock out the four power towers and the sub station. M1 tanks guard each tower and must be destroyed first. These mothers take a lot of ammo, so you'll need to be patient. Get the ammo crate by blasting the M1 tank guarding the east tower. By the sub station, a small hut will reveal some fuel when destroyed. Armour repair is also available underneath the sub station.

MISSION 7 – FORTRESS



Finding these underground fortresses can be difficult. You should look for a small rock in the snow. Shoot it and a chamber should be revealed. They are in a pattern and once you've found one, another will be either above or below it. There's six in all and they form a grid. Check the snow mounds nearby. They uncover smaller chambers with ammo, fuel and armour repair kits.





CAMPAIGN 7

River Raid

TMHPGCFDYRL

MISSION 1 – F-117 STEALTH FIGHTER

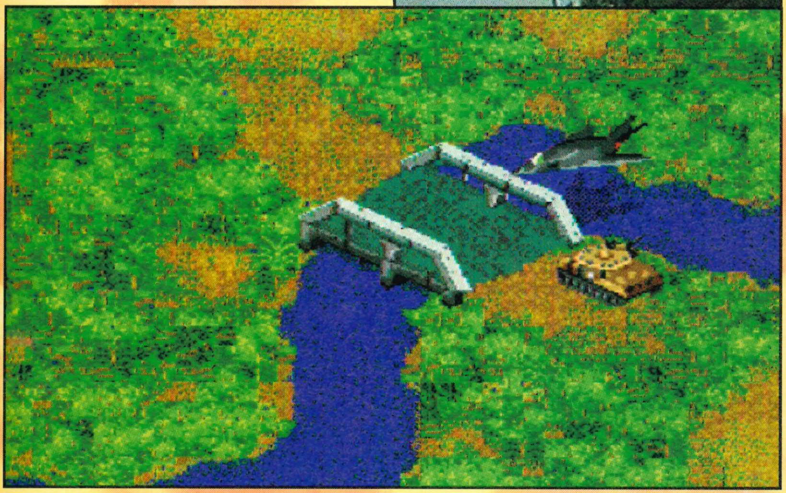


From the top of the map, you'll need to fly almost directly south to find the Stealth Fighter hidden by camouflage and guarded by three twin-gun AAAs and some ground troops. Use AIM-92s on the AAAs and keep moving whilst you attack them. You'll only need four of five AIM-92s to destroy each AAA. Use your chain gun to uncover the Stealth Fighter when the area has been cleared. Land on the helipad next to it and you'll automatically take off!



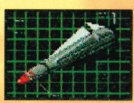


In the true green haze of a dense jungle in South America you find the Stealth Fighter a tough aircraft to handle. Controls are tricky and crashing into a stone structure is very easy if you are not careful. You may have unlimited weapons but aiming can be difficult.



Troop bridges are easy targets to destroy as they take just a couple of Iron Bombs. Use the rivers as a guide for this mission and you can't go wrong. Only the tanks pose a threat and it's safe just to go for the bridges and swerve to avoid any fire.

MISSION 8 – WARHEADS



When you blast a chamber, the nuclear warhead must be picked up. To uncover this, you must shoot the container. Get the troops inside, then pick up the warhead and remember not to shoot it! If you do, you'll have to return to base. The chain gun should lock onto the troops first, but be careful.

Once six warheads have been picked up, return to the base you started from and the campaign will be complete!



MISSION 2 – TROOP BRIDGES



Due to the nature of your Stealth Fighter, you'll find turning the aircraft can be frustrating and tricky because of the wide arc. The troop bridges are located over the rivers on the map, so use the river as an easy guide for approaching each bridge. Just two or three AIM-92s will take out a bridge, so fly past and release them as you pass over. Most bridges will have tanks nearby, but they shouldn't be a problem as you should keep moving. If you miss a bridge, allow yourself time to turn in the arc and backtrack in a straight line. You'll only need to blow up six of them.

MISSION 3 – DRUG FIELDS



You'll need to fly north-west to the drug fields where some naughty people are growing cannabis. Burn out the fields and greenhouses using iron bombs and remember to keep a high altitude. In the Stealth Fighter, you can press UP and DOWN on the D-Pad to adjust your height; if you're too low then it's very easy to hit a watch tower or greenhouse and instantly lose a life.

MISSION 4 – PATRIOTS



This mission is very tricky and you'll need to pilot the Stealth with some skill. First, clear the area around each patriot located on the map using any weapon. Don't forget that your ammo is unlimited for this mission so fire at will.

The difficulty comes in actually hitting the patriots. The best method is to fly in low, release and a few iron bombs, then quickly gain height so you don't crash into the missile launcher. The higher you are, the more difficult it is to direct your fire.

MISSION 5 – FUEL DEPOT



Sheridan tanks guard many of these fuel depots and it's advised that you take out all ground forces in the area before attempting to demolish the depots. Use iron bombs and AIM 92s for the tanks and ground troops, then use the AIMs for the depots themselves. This mission is tough because it's so easy to crash into the depots and very difficult to pull away in time. The best method is to fly slightly to the left or right of the depots and launch iron bombs or AIMs as you fly by. Patience is the key to this mission.

MISSION 6 – NUKE MISSILES



You need to fly north and blast open the pyramids that conceal the nuclear weapons. Again, the Stealth Fighter can prove to be frustrating to control as it's so easy to crash into the pyramids whilst firing at them. Find the ancient ruins and clear all ground forces using AIMs. When the area is safe, use your gun to break open the monuments. Make sure the weapons inside are inactive!

MISSION 7 – STEALTH HANGER



This mission is perhaps the easiest in the whole game as all you need to do is return to the airstrip clearly marked on the map and get back into your Comanche helicopter. From there, you must return to base where the campaign will be completed.



CAMPAIGN 8

Mountains

7PGCZJYK3XM

MISSION 1 – CONTROL TOWER



From the far northwest corner of the map, you must make a short trip south where there are four towers. The first pair are easy to destroy as only a bazooka-wielding soldier guards them. Knock the troops out then use your chain gun to destroy the two towers. The second pair, just south, are guarded by mobile battle cannons that will hit you until it hurts. Clear these beasts using rockets or hellfires, then blow up the remaining towers with your chain gun. If you can cope with the tanks then this mission is easy.



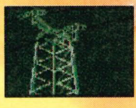
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MISSION 2 – TOMAHAWKS

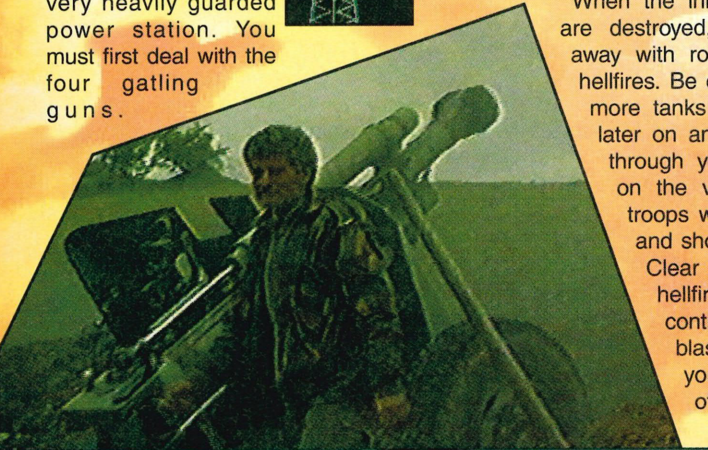


Just south of the towers, you'll find three rocks that can be precisely located using the yellow dots on the map as a guide. Get rid of the two tanks in the area using hellfires, then chain gun the rocks to reveal a missile exit cut-out in the rock at the top. Reveal all three to complete the mission.

MISSION 3 – POWER SUPPLY



Fly almost directly east from the Tomahawks and you'll arrive at a very heavily guarded power station. You must first deal with the four gatling guns.





The power building that supplies the area with energy is heavily guarded by the tough-skinned AAAs that shoot quick and often. They're easy to blow into fagments if you are quick and clever, so make sure you approach from behind and surprise them with lead!

Try to approach when they point the other way and surprise them by releasing the one needed rocket that will do the job. When they are destroyed, take out the ground troops and enemy Apache helicopter, then you can use the chain gun to finish off the power station. Now you'll be able to safely approach the Madman's villa!

MISSION 4 – VILLA



Fly northwest and you'll come to the impressive villa where tactical trucks, tanks, ground troops and gatling guns are in abundance. Take a look at your armour status as it's well worth circling the villa and blasting everything on the ground with rockets and hellfires. Nearby pyramids will reveal more ammo and fuel. There's also an armour repair hidden just to the east of the villa.

When the initial forces are destroyed, hammer away with rockets and hellfires. Be careful, as more tanks approach later on and midway through your attack on the villa, more troops will run out and shoot at you. Clear these with hellfires, then continue villa-blasting until you run out of ammo.

MISSION 5 – DRUG LORD



No, this guy is not in the villa! He's situated just to the east on the river network shown on the map. Locate the boat house, which you'll find on the west end of the river, then blow it up to reveal the drug lord in his boat. Clear surrounding tanks and troops with hellfires, then chase the boat up river. Once you've destroyed the boat, the drug lord will appear in a small dinghy where you can pick him up as a hostage!

MISSION 6 – AIR STRIP



Head south and find the airstrip that must be destroyed to prevent the Madman's escape. You'll need to use rockets on the enemy's Apache helicopter and tanks. Make sure you destroy the aircraft on the strip and don't forget the tanker just to the north.

MISSION7– BUNKER



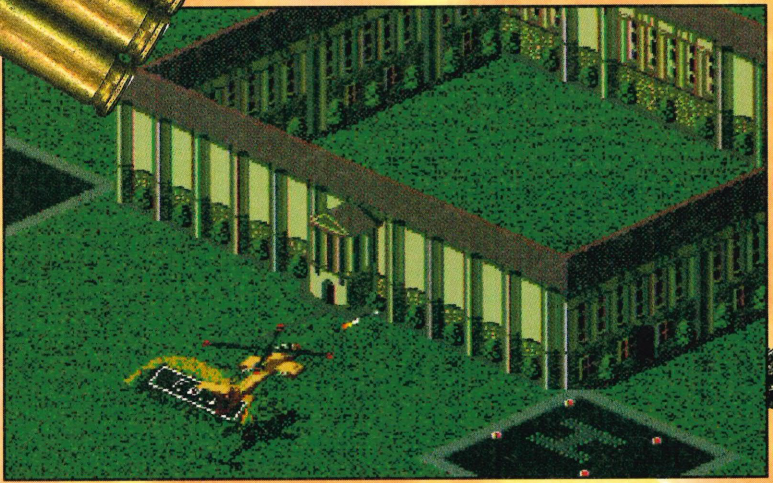
From the airstrip, fly directly east to the bunker where you must destroy the four gatling guns on each corner. Get the armour repair from the ruins of the gatling gun on the northeast corner, then take out any nearby tanks and ground troops.

Now, blast the outer shield of the bunker with all the hellfires and rockets you have. Then fly slightly south-east and you'll see a tactical truck and three ammo crates together. Destroy the truck then find the nearby helipad. Land here and your co-pilot will get into the truck and drive up to the bunker with explosives. He'll get out the truck and run away from the bunker so you can pick him up. The truck next to be bunker can be fired upon. The explosives burst open the bunker and penetrate the inner layer.

MISSION 8 – MADMAN



It's time to capture Kilbaba. He'll escape from the bunker in a helicopter and it's up to you to chase the Apache until it lands on the airstrip, forcing the Madman to flee. When he tries to escape, pick him up as a hostage and justice will be done! Return to base for the completion of the penultimate campaign.



This is how not to become a war hero. Washington is suffering enough structural damage and it could do without a maniac, with a touch of trigger fever, blasting whatever he sees. Stick to the designated targets to avoid the humiliation of returning to base!

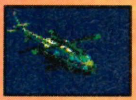


CAMPAIGN 9

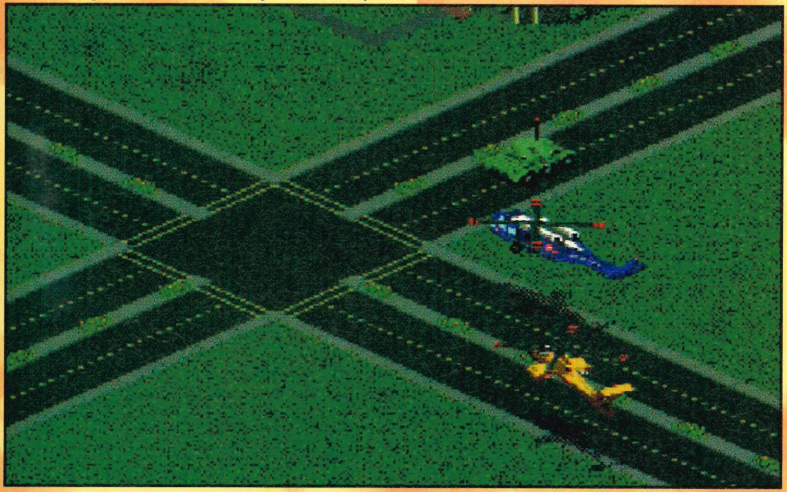
Washington DC Return

NCZJFD3BRWC

MISSION 1 – AIR FORCE ONE



Back in Washington, your first mission involves escorting the President and his chopper to safety. There are a few ground troops around that only require a few hellfires and the two tanks along the route can be dealt with using rockets. The key is to keep moving and fire with confidence – just like the situation during campaign one where the President's limo had to be protected. You'll find this mission fairly short and not too difficult.



Your first mission on campaign nine is fairly straight forward if you keep moving whilst making sure there is no pausing which can often lead to a costly lapse in rotor control. Fly with confidence and Mr President willl exit safely.

MISSION 2 – ENEMY WEAPONS



This can be a long and frustrating where you have to search for 12 enemy tanks. They are not shown on the map, so you'll have to roam the area until you find them! The best method is to fly over the roads as this is where they'll be close to. There are two armoured cars that look like tanks, but carry generals that need rescuing for mission three. You can kill two birds with one stone and pick up the generals if you happen to come across them.

MISSION 3 – GENERALS



If you find and destroy all 12 tanks before finding the armoured command cars, they'll show up on the map. Don't shoot the generals, but capture them as they know where the drug lord and madman are making their escape. For some reason the captured men from campaign eight seem to be on the loose and the reason lies behind the fact that originally there was only going to be eight campaigns!

MISSION 4 – DRUG LORD



This is, by far, the easiest mission you'll ever come across. Simply locate Ortega's truck in the northeast corner of the area and fire two rockets to destroy it. The only challenge here comes in being quick, as you can't exactly miss the large road vehicle!



MISSION 5 – MADMAN

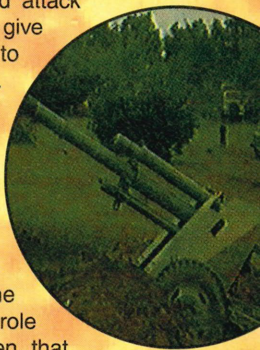


This mission simply involves locating the tanker just southwest of Ortega's truck. Use two rockets to blow it up. You won't have to worry about any other enemies as there aren't any protecting Kilbaba.

MISSION 6 – NUKE MISSILES



The final mission requires quick reactions as the nuke missiles will head for the embassy buildings. Make sure you have plenty of ammo before tackling each of the four trucks as once they appear on the screen they will not stop until they reach the safety of the embassies. Use hellfires and rockets on each truck and attack from the side to give you a wider area to target your fire. Once all four have been destroyed, you must return to the White House helipad. Now you'll be congratulated and then the final credits will role with a final screen that commends your success.



These tips are a tribute to a brave hero of the desert and jungle.



No, it's not the Ghostbusters riding down Big Apple's Broadway (!), but two pilots who have done the business in Jungle Warfare and become US War Heroes. I rather think the flashy and very red car is more suited to a smoothy with his bimbo.

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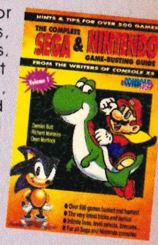
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FORM23SEP



Enter the relevant code on the Ethical Code screen.
MD – Blood Mode: A,B,A,C,A,B,B
MS – Blood Mode: 2,1,2, UP, DOWN
GG – Blood Mode: 2,1,2, UP, DOWN

BASIC MOVES

Keyto moves:
A,B, C, 1, 2: button presses
Aw: Away from opponent
Tw: Towards opponent
Dn: Down
R: Right
L: Left

	MD	MS	GG
Block	start	Aw+2	start or Aw+2
Low Punch	A	1	1
High Punch	6-button	n/a	n/a
Low Kick	B	2	2
High Kick	C	n/a	n/a
Roundhouse	Aw+C	Aw+1	Aw+1
Crouch	Dn	Dn	Dn
Leg Sweep	Do+Aw+B	Dn, Aw+1	Dn, Aw+1
Uppercut	Dn, A	Dn, 1	Dn, 1
Jump	Up/Up+R/Up+L	Up/Up+R/Up+L	Up/Up+R/Up+L
Flying Punch	Up/Up+R/Up+L, A	Up/Up+R/Up+L, 1	Up/Up+R/Up+L, 1
Flying Kick	Up/Up+R/Up+L, B/C	Up/Up+R/Up+L, 2	Up/Up+R/Up+L, 2
CLOSE PROXIMITY MOVES			
Throw	C	1	1
Knee	B	2	2



There can only be one champion in the *Mortal Kombat* tournament from the seven contestants in the MD version and six in the 8-bit versions. The idea is to master each of the characters moves, attack and defence combinations and special attributes. You'll find that characters have at least one opponent that they have superiority over, so you are well advised to learn all the moves and all the specialities of each.

Rayden is a master of special moves and combining them with clever attack methods may appeal to certain games players. Sonya Blade is the toughest opponent for Rayden because of her Leg Toss. It regularly catches him out due to his regenerating period (the time it takes for Rayden to recover from a hit) and it is sometimes impossible for him to block.



The Master System and Game Gear versions of *Mortal Kombat* are very different to that of the Mega Drive. As blocking is more difficult, you have to be very quick on the controls and they are, believe it or not, a bigger challenge than the MD version. Even the Easy level on the 8-bit takes more time to finish than the Normal on the Mega Drive.

Mortal Kombat is the best fighting game available on the Mega Drive, Master System and Game Gear. So, after playing it for the past two months we decided it was high time the superb game should receive the ProTips treatment. Jason "green man" Johnson gladly took the challenge.



LIZARD MAN

The lizard man appears at times throughout the game. To find him you must win a fight with a perfect bonus in each bout, and use the fatality death blow. When you find him, he'll prove to be one of the toughest opponents in the game mainly because he uses the block so well.

MORTAL

GAURDIANS

GORO

This is the toughest opponent you will face, but he is easily defeated if you follow a few simple guidelines. Firstly, stay a fair distance away from him and always be prepared to duck or block as he often fires his weapon that is difficult to spot. Launch a few Special Weapons moves of your own and try a couple of Flying Kicks and punches. You will find it very difficult to defeat him using close contact methods.



SHANG TSUNG

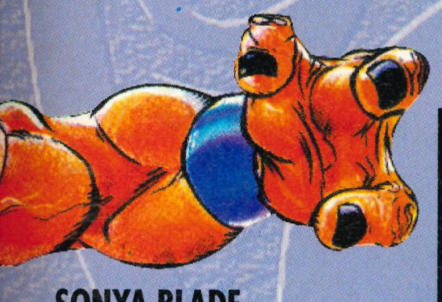
Far easier than the penultimate Goro, but still a tricky character to defeat. Avoid Shang's fireballs because he throws several in succession. It is advisable to attack from the air or with a Special Weapon. As Shang Tsung has the power to change into any character that he chooses, be prepared.

Shang Tsung even has the audacity to take the form of Goro, often causing problems. Treat each of the fighters in the normal manner and keep that block button at the ready. Win the tournament and you're given a couple of screen shots of your star fighter and told how the world is destroyed after the tournament.



FIGHTING FIT

Here is a short guide to each of the fighters with their strengths and weaknesses. It's a good idea to play with one fighter until you have mastered their moves before moving onto the next.



SONYA BLADE

Agility is Sonya's main strength and blocking her Leg Toss can be tough. Keep a reasonable distance away from her unless you're prepared to block. She often fires her Energy Wave from a distance, but the Flying Punch can seldom be blocked. If you choose to use Rayden against her, take extra care as his lack of speed is a serious burden.

JOHNNY CAGE

Be careful of Johnny's Shadow Kick, it's lethal and he uses it fairly often on the Difficult setting. Block and follow-up with a Leg Sweep and Uppercut which is devastating. Because Johnny is one of the least played characters, his moves should be mastered because human opponents may not be familiar with them. Then again, to be a master at MK you must learn everyone's moves.

RAYDEN

Regeneration is a problem for Rayden and if he's vulnerable, it's just after a Special Move blow. If you're using Scorpion, use the Spear weapon and follow-up with an uppercut. Any of the other characters can give Rayden a tough time, but he's one of the best fighters to use overall because of his brilliant Special Moves and a useful energy-zapping weapon.

SCORPION

The spear gives Scorpion an extra edge against most opponents, but it takes quite a while from the time it is thrown until it hits. These valuable split seconds can be used by opponents to block and counter-attack. Kano comes in for rough treatment when using his Super Spin as he is often speared mid-flight. Scorpion's teleport punch can cause a few problems, but the biggest problem you'll encounter against him is blocking the spear. Tread with care, especially when using a slower fighter.

SUB-ZERO

Every time you Leg Sweep, Sub-Zero retaliates with a Power Slide. This isn't the most powerful move, but a follow-up such as the Uppercut will knock your power down substantially. Use aerial attacks with care as Sub-Zero, more often than not, freezes you mid-flight; leaving you totally defenceless. Press the joypad to block just in case he reaches you just as the ice melts.

LIU KANG

His easy-to-execute Special Moves are useful, but fighting against him brings its own set of problems. The Concorde Kick is very tough to block and Liu often follows it up with a lethal Flame Bolt, which very difficult to block after being knocked down. Attacking from the air is likely to give you an advantage over him.

TEST YOUR MIGHT

Between stages there are bonus screens where you must smash through a block of various materials. By pressing A and B rapidly, much like in those tedious sporting sims, you build up the force bar on the screen. When the meter reaches the indicator, press START and your character's hand should smash through the block. There's no special method to doing this, but make sure you can reach the start button without losing any power.

Wood – 100,000 points
Stone – 200,000 points
Steel – 500,000 points
Ruby – 750,000 points
Diamond – 1,000,000 points

SIX SHOOTER

It is possible to use the new six-button controller, the only difference is that it allows you to use the High Punch move that is in the arcade version.

KOMBAT

JOHNNY CAGE

Elbow
Only works as a proximity move on the Mega Drive version.
MD: A
MS: n/a
GG: n/a



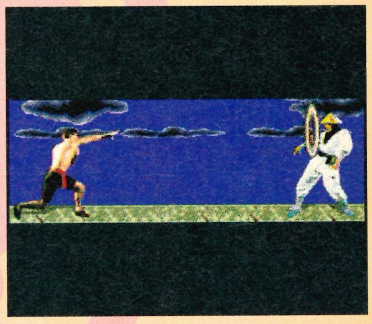
Shadow Kick
Most useful when opponents are too far away to reach with a normal punch or kick.
MD: Aw, Tw, B
MS: Aw, Tw, 2
GG: Aw, Tw, 2



The Package Check
You will be unable to perform this move on himself, Goro or Sonya Blade.
MD: Dn, A+B+C
MS: Dn, 1+2
GG: Start, 1

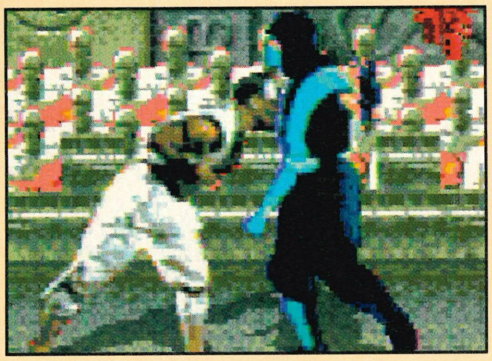


WEAPON
Flame Blast
Similar to Liu Kang's weapon. Use with caution.
MD: Aw, Tw, A
MS: Aw, Tw, 1
GG: Aw, Tw, 1

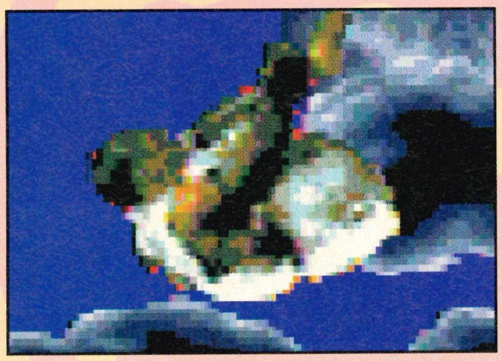


KANO

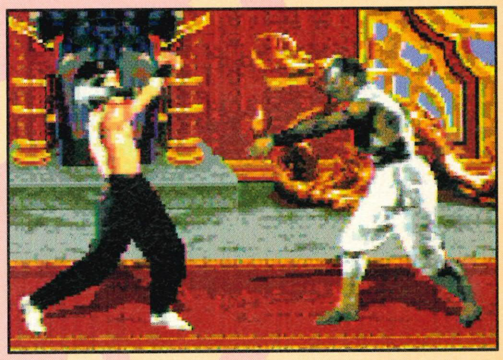
Head Butt
Only works as a proximity move on the Mega Drive, but does it let the blood fly or what?!
MD: A
MS: n/a
GG: n/a



Super Spin
Take care when using this move against Sub-Zero as you're likely to be frozen in mid-air.
MD: Hold START, rotate D-pad Tw, release all.
MS: n/a
GG: n/a

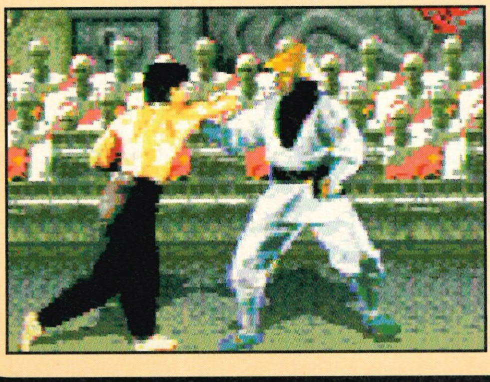


WEAPON
Spinning Blade
Powerful and effective: send opponents reeling!
MD: Hold START, Aw, Tw
MS: n/a
GG: n/a



LIU KANG

Elbow
Only works as a proximity move on the Mega Drive.
MD: A
MS: n/a
GG: n/a



Roundhouse
A useful basic move which is very fast and difficult to block.
MD: Aw+C
MS: Aw+1
GG: Aw+1



WEAPON
Flame Bolt
It takes a while for Liu to generate the Flame Bolt and he can easily be hit just before it is fired.
MD: Tw, Tw, A
MS: Tw, Tw, 1
GG: Tw, Tw, 1



MORTAL KOMBAT

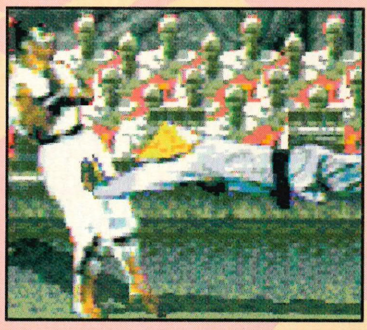
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RAYDEN

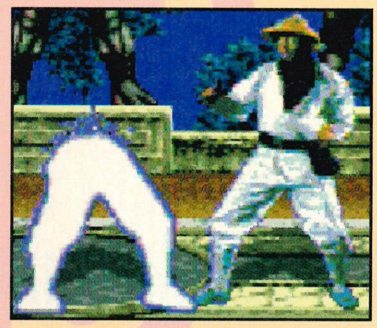
Elbow
Only works as a proximity move on the Mega Drive.
MD: A
MS: n/a
GG: n/a



Torpedo
Particularly useful after flooring an opponent or as an opening move.
MD: Aw, Aw, Tw
MS: Aw, Aw, Tw
GG: Aw, Aw, Tw



Teleport
This must be used at the right time and against the right fighter. Johnny Cage and Sub-Zero are two you shouldn't use this against.
MD: Dn, Dn, Up
MS: Dn, Up
GG: Dn, Up



WEAPON
Raydentricity
Easy to access and fast weapon that's a useful opening move as well as an effective deterrent.
MD: Dn+Tw+A
MS: Dn, Tw, 1
GG: Dn, Tw, 1

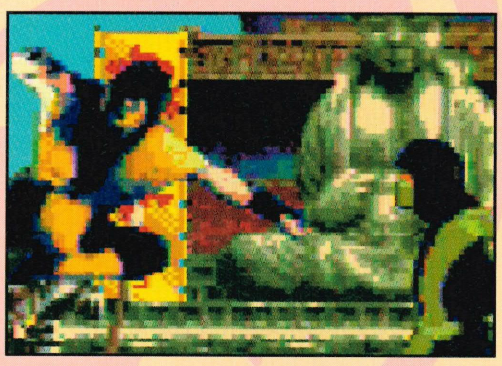


SCORPION

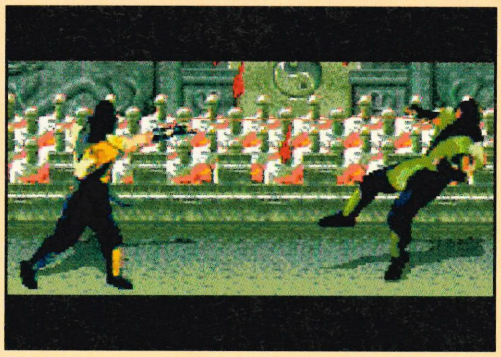
Backfist
Only works as a proximity move on the Mega Drive.
MD: A
MS: n/a
GG: n/a



Teleport Punch
Teleports Scorpion to the other side of the screen. When he reappears he punches.
MD: Dn+Aw+A
MS: Dn, Aw, 1
GG: Dn, Aw, 1



WEAPON
Spear
Follow-up with an Uppercut or Roundhouse.
MD: Aw, Aw, A
MS: Aw, Aw, 1
GG: Aw, Aw, 1



SUB-ZERO

Backfist
Only works as a proximity move on the Mega Drive.
MD: A
MS: n/a
GG: n/a



Power Slide
Use from a distance if an opponent is standing around waiting for you to attack.
MD: Aw+B+C
MS: Aw, Aw, 2
GG: Aw, Aw, 2



WEAPON
Icy Shot
One of the best special weapons in the game.
MD: Dn+Tw+A
MS: Dn, Tw, 1
GG: Dn, Tw, 1

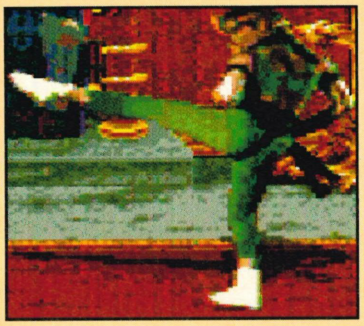




MORTAL KOMBAT

SONYA BLADE

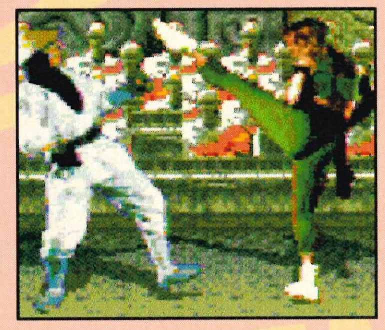
Low Kick
You'll need to use this kick eight times before your opponent falls.
MD: B
MS: 2
GG: 2



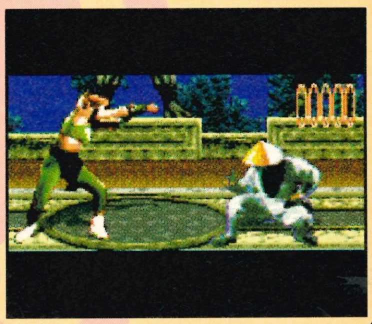
Leg Toss
This is Sonya's deadliest means of attack, but it is easily countered. Timing is the key to success.
MD: Dn+A+B+C
MS: Dn, 1+2
GG: Dn, 1+2



High Kick
This move only works on the Mega Drive version.
MD: C
MS: n/a
GG: n/a



WEAPON
Energy Wave
Very good as an opening move against most opponents.
MD: Aw, Aw, A
MS: Aw, 1
GG: Aw, 1



DEATH BLOWS

SONYA BLADE
HOT KISS



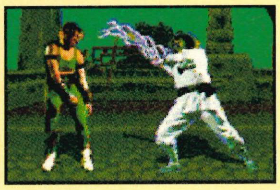
Stand approximately three inches away from your opponent and Sonya will blow what looks like a glow worm towards them. When it lands on them they are burned to a crisp.
MD: Tw, Tw, Aw, Aw, START
MS: Tw, Tw, Aw, Aw, 1+2
GG: Tw, Tw, Aw, Aw, START

LIU KANG
BYE, BYE NOW!



The oddest of all the Death Blows is made up of two parts. The first is a weird spinning kick that knocks the opponent further into unconsciousness. Liu, not content with near death, follows-up with a viscous Uppercut that sends opponents flying off the screen. Execute this move when you're close to an opponent or the kick may miss.
MD: Hold START, rotate D-pad Tw
MS: Aw, Aw, Do
GG: Hold START+DOWN, rotate D-pad Tw

RAYDEN
MIND YOUR HEAD



Stand close to an opponent before you execute this move. Rayden will release a bolt of Raydentricity and their head will explode! They then fall over with blood pouring out of their neck.
MD: Tw, Aw, Aw, Aw, A
MS: Tw, Aw, Aw, Aw, A
GG: Tw, Aw, Aw, Aw, A

KANO
HEART ATTACK



Being a particularly nasty chap Kano rips his opponent's heart out and holds it aloft for all to see. One of the easiest Death Blows to execute and one of the goriest.
MD: Hold START, Aw, Aw, A
MS: n/a
GG: n/a

JOHNNY CAGE
HEADS AWAY



Johnny must be standing directly in-front of his opponent to execute this Death Blow. If successful, Johnny Cage will punch their head off in one fair swoop.
MD: Tw, Tw, Tw, A
MS: Tw, Tw, Tw, 1
GG: Tw, Tw, Tw, 1

SCORPION
CRISPY DUCK



Standing approximately two inches away from an opponent, press the button combination and firstly he'll peel off his mask, revealing a skull. He turns towards the opponent and blows fire at them, burning them to a crisp.
MD: Hold START, Up, Up
MS: Block, 1, Up, Up
GG: Hold START, Up, Up

SUB-ZERO
HEADS, I WIN



This has to be the most violent and stomach churning Death Blow of them all. Sub-Zero reaches over and tears off the loser's head and holds it in the air, much as Kano does with his opponent's heart. However, Sub has ripped the spinal cord out at the same time and this dangles below as the blood spills onto the floor.
MD: Tw, Dn, Tw, A
MS: Tw, Dn, Tw, 1
GG: Tw, Dn, Tw, 1



Issue 5 £2.50

First ever Mega-CD reviews of Earnest Evans, Heavy Nova and Sol-Feace. Also reviewed are Buck Rogers (MD), Rings of Power (MD), Super Fantasy Zone (MD), Toki (MD), Wani Wani World (MD), Alien Storm (MS), Laser Ghost (MS), Line of Fire (MS), Shadow Dancer (MS), Aleste (GG), Heavyweight Champ (GG), Space Harrier (GG)...



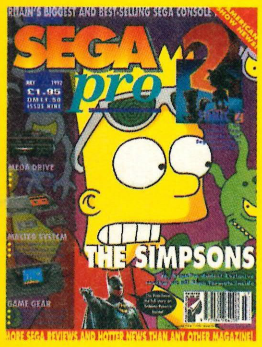
Issue 6 £3.50

Fabulous Electronic Arts sports watch with this issue. Included in the many reviews are Art Alive (MD), Battlemaster (MD), Where in Time is Carmen Sandiego? (MD), Desert Strike (MD), Kid Chamelion (MD), SD Valis (MD), Two Crude Dudes (MD), Funky Horror Band (M-CD), Bonanza Bros (MS), Spider-Man (GG)...



Issue 7 £2.50

Absolutely free with this month's issue are a collection of super-cool SegaPro stickers. Plus an exclusive look at the sensational Wondermega. Reviews include Arch Rivals (MD), Double Dragon (MD), Ninja Burai (MD), Turbo Out Run (MD), Asterix (MS), Back to the Future III (MS), Champions of Europe (MS), Alien Syndrome (GG)...



Issue 9 £2.50

Simpsons special with exclusive reviews on all Sega formats. Plus a massive preview of every Sega game coming out during the rest of the year. Reviews include Chuck Rock (MD), Olympic Gold (MD), Thunder Pro Wrestling (MD), Prince of Persia (MS), Sagaia (MS), Speedball 2 (MS), Crystal Warriors (GG)...

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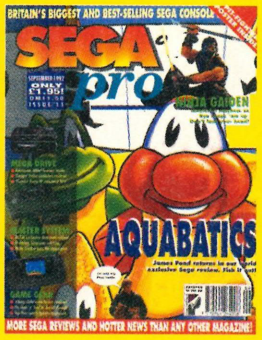
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Issue 10 £2.75

Essential SegaPro shades come with this issue. As do crucial reviews of Batman (MD), Cadash (MD), Ferrari Grand Prix Challenge (MD), Splatterhouse 2 (MD), Taz Mania (MD), Super Monaco GP 2 (MS), Wimbledon (MS), Klax (GG), Marble Madness (GG), Olympic Gold (GG), Paperboy (GG), Popils (GG), Prince of Persia (GG)...



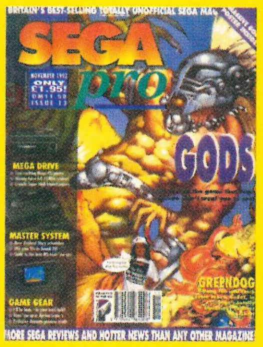
Issue 11 £2.50

Huge issue with an exclusive review of the game-cracking Game Genie device from Code Masters and heaps of reviews, including American Gladiators (MD), Aquabatics (MD), Gadget Twins (MD), Thunderforce IV (MD), Alf (MS), Chuck Rock (MS), Ninja Gaiden (MS), Aerial Assault (GG), The Viking Child (GG)...



Issue 12 £2.50

Superb issue with free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of Superman plus many more...



Issue 13 £2.50

Superb issue bundled with a free fact-packed buyer's guide to Sega games and add-ons. Exclusive reviews of Gods (MD) , Shining Force (MD), Predator 2 (MD), Super high Impact (MD), Super Smash TV (MS), The Terminator (GG) and many, many more. Also a fabulous round-up of the best beat-'em-ups around on all formats.



Issue 15 £3.25

Fantastic Christmas special featuring an essential 16-page pull-out Sonic 2 guide, a massive Sonic 2 poster and a superb Action replay code book. Reviews include Crüe Ball (MD), James Bond (MD), Black Hole Assault (CD), T2: The Arcade Game (MD), Pit-Fighter (MS), Batman Returns (GG), Taz-Mania (GG) and more!



Issue 16 £4.25

Bundled with this exclusive-packed issue is a fantastic video covering all Virgin's forthcoming releases and Datel's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)...



Issue 17 £2.50

You'll find an exclusive look at Global Gladiators in this issue together with incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD), Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many, many more.



Issue 18 £3.50

Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD), Tecmo World Cup '93 (MS)...



Issue 19 £2.75

Read the exclusive review of Cool Spot on the Mega Drive inside. Plus Night Trap (CD), Captain America (MD), Fatal Fury (MD), Mutant League Football (MD), Paperboy 2 (MD), X-Men (MD), Land of Illusion (MS), Rainbow Islands (MS), Streets of Rage (MS), Predator 2 (GG), Spider-Man 2 (GG), The Humans (GG) and plenty more!



Issue 20 £3.00

An impressive package. Not only a 100-page magazine bursting with exclusive information, but a 100-page A-Z tips book too. Unbeatable value. Reviews include Final Fight (CD), Jaguar XJ220 (CD), Wolfchild (CD), Battletoads (MD), Flintstones (MD), Shining Force (MD), Andre Agassi Tennis (MS), Global Gladiators (GG)...



Issue 21 £3.25

Be amazed at the eight-page poster pull-out on the most awaited game of the year, Street Fighter II. And then read reviews of Marky Mark: Make my Video (CD), Willy Beamish (CD), Andre Agassi Tennis (MD), Captain Planet (MD), Muhammed Ali (MD), Tecmo World Soccer (MD), Home Alone (MS), Master of Darkness (GG)...



Issue 22 £3.25

Mortal Kombat special. The first full look at this monster game together with a giant poster featuring exclusive Mortal kombat artwork. Inside you'll find previews of Jurassic Park and every game on show at the CES in Chicago. Reviews include Batman Returns (CD), Switch (CD), Snow Bros (MD), Strider II (MD), GP Rider (MS) and many more!

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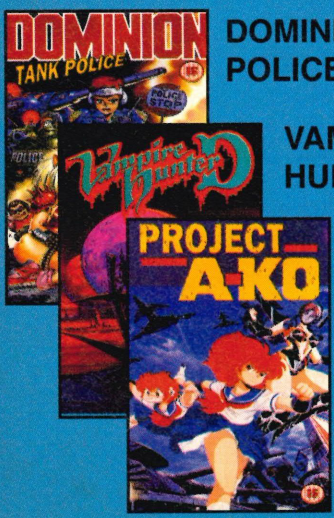
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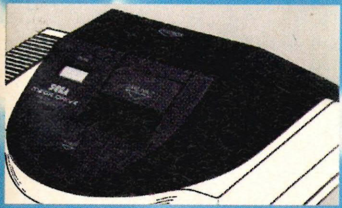
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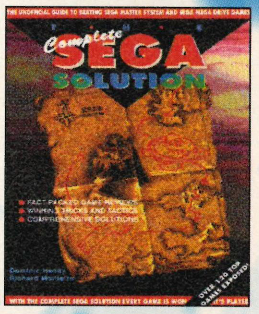
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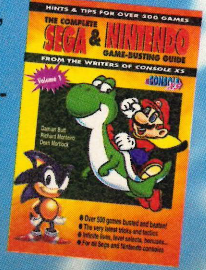
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Send all submissions to the proper department (see below) at:

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PROTEST
The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, or of some poor guy needing help with their console and even of anyone who needs advice on console specific problems.

You can ask what games will be available or how to get in contact with a company, but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SEGAPRO T-shirt, but only witty, cheeky or lively submissions are even considered – you can't win a T-shirt by asking for some advice!

PRODEBATE
In addition to letters, we sometimes have ProDebates, which should be addressed like such: TV Debate, ProTest. Get your views into the open and state your case. SEGAPRO T-shirts are awarded if we consider a point to be particularly valid. If you want to start a debate, write in and let us know about it!

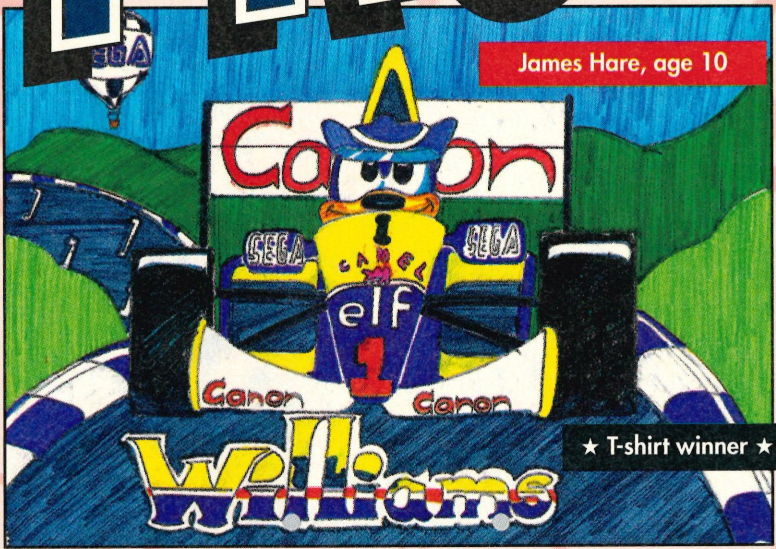
PROART
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it returned, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art, each month, wins a stupendously brill SEGAPRO T-shirt.

PROTIPS
There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending.

PROHELP
Our revitalised section is bigger and better than ever! If you are stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

PROSCORES
No prizes here, but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are.

GAME OVER
If you have finished a game recently, why not tape it and, if it is published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a witty storyline.



James Hare, age 10

★ T-shirt winner ★

CARTS FOR GRABS

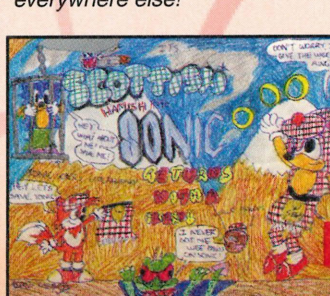
I am writing to you because I sent some *Sonic 2* tips in over three months ago. When will they be printed and when do I receive my two free carts? Please send me *Ecco* (is this pronounced Eeko or Ekko?) and *Bubsy*.

By the way, I saw you all at the opening of Sega World. I was the one wearing the Sonic T-shirt. I was also the second person to go on the R360. Do you remember me? Please print this, as otherwise no-one will believe that I wrote to you.

Daniel Jones, Sussex

Get Off! Do you think we're stupid. Get a life together! We all had a pretty good time at Sega World at the press launch – and even more since then – even though Jason managed to break the R360 in a matter of minutes! We don't remember you, there were loads of kids wearing Sonic gear!

PS. The Eeko/Ekko causes as many arguments here as it does everywhere else!



Astrid Castle, age 10

THE CASE OF THE MISSING TIP

I am writing in to complain about your ProTips section. Although the rest of your magazine is great (especially the *Mortal Kombat* feature), ProTips was especially disappointing this month. On the index page it stated that *Rings Of Power* would be tipped. I couldn't find it anywhere and am extremely disappointed, as this is a really tough game. I've had it for ages, so when I saw that you were going to print a tip, I was really excited. Please tell me what happened!

George Brearly, Essex

The only thing we can think of is that there wasn't enough space to fit the it in. However, Jason promises to try and fit in a Rings of Power tip soon. Look out for it!

FINAL FIGHT FOR CD

I am writing with my opinion on the Mega-CD. I don't own a Mega-CD yet, but I soon will! In SEGAPRO #22, Ashley Price said there were no decent games for the Mega-CD. Well, what do you call *Final Fight*? Sega have already started to make some great games such as *Silpheed* and *Sonic* for the Mega-CD. I think the CD is the future of gaming and I can't wait to get my hands on one!

Jacqueline Harper, Scotland

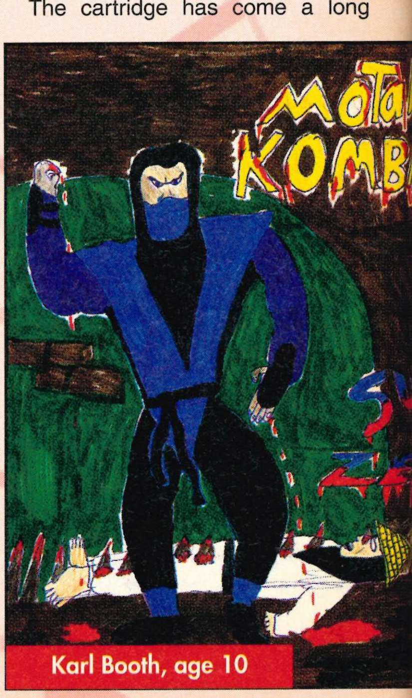
Sega are currently developing many great games for the CD, but current releases have been very disappointing. You're right, Final Fight is one of the best titles to date. You'd think that with such a bad start, a few good games would have surfaced by now. I'm sure Sega are trying, because they know that unless they start releasing something good soon, they may be in a lot of trouble.

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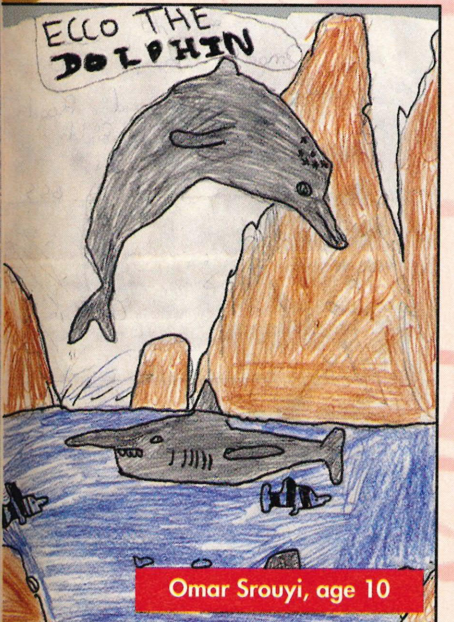
I feel compelled to write in with my opinions on the Mega-CD. I have just four things to say to the people who are slagging off the Mega-CD – *Final Fight*, *Silpheed*, *Batman Returns* and *Switch*.

So, the first batch of games weren't very good. *Cobra Command* was an improvement and had great graphics too. What people should remember is that it takes a while to get good software on to the market. When the Mega Drive first came out, it was packaged with *Golden Axe*. This was appalling, but games soon improved. After a while, we were treated to carts such as *Sonic* and *Streets of Rage*.

The cartridge has come a long



Karl Booth, age 10



Omar Srouyi, age 10



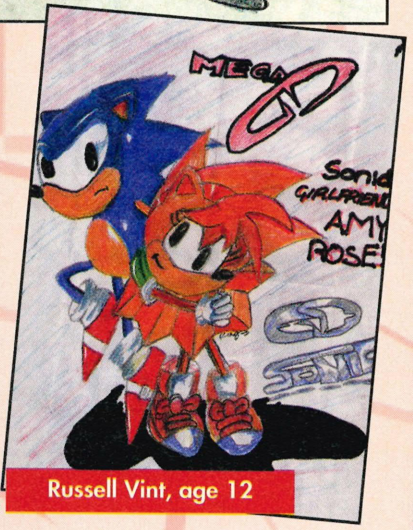
Russell Lammyman, age 12

way, but it's now time for it to stand down. With games like *Final Fight* in the shops, it will certainly be hard pushed to produce anything better. I suggest that potential CD owners should buy it, play it and learn to love it. Better games will be with us by Christmas, so start saving your money now.

Incidentally, there is one point everyone seems to have forgotten. Companies will always cash in on games that aren't up to scratch. It's up to you to choose your games wisely.

Julian Watkins, Halifax

Although the Mega-CD is capable of producing better graphics and sound than the Mega Drive, it doesn't mean that cartridges are doomed! When Sega launched the Mega Drive, everyone said that the Master System would become obsolete. Well, the Master System is still thriving today! Even big companies, such as Acclaim, US Gold, Domark and Virgin still make games for the 8-bit! Although Mega Drive popularity may dwindle in time, the cartridge is still far more popular than CD. However, it's good to see a satisfied Mega-CD owner at last!



Russell Vint, age 12

MEGA-CD BITES BACK

I am writing in reply to the question posed in last month's Protest. It is my duty as a Mega-CD owner to tell you my story.

After months of saving and mugging old ladies, I finally saved enough to buy a Mega-CD. When I switched it on, I expected to be blasted with jaw dropping graphics and animation. Unfortunately, what I got was five old Mega Drive games. There were also two supposed CD quality games, which were extremely boring.

I thought that I had wasted nearly £300 until about one month ago, when I discovered the CDX. It allowed me to play games like *Switch* and *Batman Returns*. Now I hardly ever leave my bedroom! Both of these games show off the Mega-CD's potential and restored my faith in the machine!

I think that Sega should repackage the Mega-CD and give away a CDX with every purchase, as well as a good import game. That way, they would sell more CDs and it would be much better than seven sad games.

Chris Stevens, Merseyside



Although it would be brilliant to give away a free CDX with every Mega-CD, the impracticalities of it would be enormous. Datel are producing the cartridges without Sega's official endorsement. There aren't many good CDs around as it's taking longer to convert games from NTSC to PAL than was originally anticipated! Anyway, If Sega wanted you to play every import game, they wouldn't have devised country locking codes in the first place and you wouldn't need the CDX.

After slaving away each month, producing a mag as great as SegaPro, we still find the time to answer your questions. If you have a problem with a game, then you can write to Prohelp, but you can always write to Problems and Procures if you have other enquiries. In this column, we answer all of your machine and general problems. So, if you have a machine related problem, write in!

Send your enquiries to:
Problems and Procures, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

Joseph Cassidy of **Glasgow** writes in with a few problems. Firstly, he'd like to know whether *Sonic Chaos* will be released on the Master System. We know that *Sonic Chaos* will definitely be released on the Game Gear, but have an idea that *Sonic 3* on MS will be *Sonic Chaos*. Look out for it in October.

Joseph also asks if *Mortal Kombat* on the Master System, will incorporate the pit. Unfortunately, the Master System version doesn't have as many moves or features as that of the Mega Drive. Although it has some of the gory scenes, it doesn't include the spiked pit.

Finally, Joseph asks when *Cool Spot* and *Hook* will appear on the Master System. *Hook* should be in the shops very soon while *Cool Spot* will be released in November.

MC Milner of **Hampshire** wonders if Konami will release any more adventures like *Tiny Toon Adventures*. He's seen *Buster Busts Loose* and *Babs Big Break* on the Nintendo and would like to see them on the Mega Drive too. Konami haven't announced any plans to produce these titles for the Mega Drive, although it's highly possible that they may be converted in the future.

Damian Mugridge of **Hants** is curious about The Edge game enhancer. He wants to know if he buys one, can he communicate with people who don't have one. Oh dear. How on Earth would you communicate with another person if they don't own the device?

Chris Durant of **Essex** has a few questions. He wants to know the differences between the Mega Drive and the Mega Drive 2. The

PROTEST!



James Hare, age 10

★ T-shirt winner ★



Micheal Ross, age 12

GAMES ARE RUBBISH

I think Sega are being very unfair with their licensing controls. They say they want to control software standards, but half of the games they bring out are rubbish. The only reason they want to control all the companies is so that they can control cart prices. Carts cost about £10 too much and Sega would sell a lot more games if they sold at around £30. Some carts cost up to £50 – who can afford these prices? If Sega didn't control the licenses, companies would be able to charge less for games.
Mick Sharpe, Cambs

Cartridge prices have been controlled by the whole industry and not Sega. Yes, they set the precedence for their games, but independent publishers, such as Acclaim and Accolade have not reduced prices. If it was to their benefit, they probably would have done so by now. Sega have tried to control software quality and release dates, and they still do to a large extent, but many games have been deliberately released just to make up the numbers. Sega know that many of their games don't meet a fair standard, but need to get new games onto the shelf.

MARVEL-OUS!



In reply to your exit competition, I have written this little lot:

According to Jason, Mr Marvel started up Marvel Comics with ten cents and a phone box, which he promptly stepped into. He inserted his ten cents into the coin slot and phoned a lycra shop. They quickly delivered him a bright blue body stocking. Jason then stepped back into the phone box, changed into his skin tight lycra, pulled a stocking over his head and masquerading as Marvel Man, robbed the bank across the road. After escaping with millions of dollars, he started up a comic empire! After all these years, no one knew who he really was! Sorry for blowing the secret, Jase!

Anyway, this is a bit of a sad effort, but it was the best I could do.
Andrew Stockwell, Fife

Somehow, we can't really imaging Jason leaping about in a blue body stocking, but it's possible! We've always been suspicious about his strange fetish for lycra and this has confirmed our worst fears.

NOT SO MARVEL-OUS

Mr Marvel started up Marvel Comics with ten cents and with the change he invented powdered water, but didn't know what to do with it. He also put instant coffee in the microwave and nearly went forward in time!

By the way, if you've ever got an itchy spot on your brain, think of sandpaper – it just might work!
Wayne Russell, Aberdeen

Erm. We think you may have had one too many in the pub last night.

ADVERTISING SUCKS

I think it is okay for companies to advertise within games, but it may be a double edged sword. On one side, it will help them to pay for game production and keep down cart prices (although Sega will always have some excuse to keep them high). On the other side, advertising companies may want too much say in game production. This may mean that they ruin a game by making it a blatant piece of advertising (a la *Global Gladiators*).

Anyway, onto a different subject. CD games have to get a bit better and as they do, cart prices may drop. I know that the production of a cart is more than a CD, but the CD can hold more information. I think that CD games should stay at around £45 (for the best ones) and carts should drop to around £20. I doubt this will happen, but we can dream!
Ashley Price, East Sussex

Ashley Price is back! After causing a storm over his views on the Mega-CD, he can't help commenting on other issues too! Perhaps we should turn this slot into the Ashley Price letters page, or give him a column all of his own! What do you think? Is Asshers right? Or will carts always stay the same price they've always been? Send us your opinions and if you're lucky, you may win a SegaPro T-shirt!

PAGE CONFUSION

I am a regular, satisfied reader of your magazine, but I do have one problem. In numerous issues, I have found that the pages and numbers have been incorrectly placed. This is making it very hard to keep track of reviews and other features. Please could you make sure that it is more organised in future issues.
Damian Mugridge, Hants

Oh, dear! Those printers are at it again! Seriously, many pages are designed early on and, for one reason or another, have to be moved from one position to another. As the pages have already been printed, it is unlikely that we would change the page numbers. It is a bad feature of the video game magazine business. For instance, if a hot exclusive came in at the last minute, we would reshuffle pages to fit it in. That's how it happens and we are very sorry for the inconvenience.

PROCURES PROBLEMS AND PROCURES PROBLEMS AND

only difference between the two machines is that the Mega Drive 2 has no TV or headphone socket. This also means that the leads for the old Mega Drive will not be compatible. Chris also wants to know the release date for *Sonic 3* and if a cricket game will appear on the MD. *Sonic 3* should be released in January 1994 and although it's unlikely that a cricket game will appear on the MD, a rugby game has!

Jonathan Place of **Sunderland** wonders whether the Mega Drive 2 and the Mega-CD 2 will be cheaper than existing models. The two consoles may be more expensive than existing models, although Sega haven't fixed an official price at the moment.

Joe Clarke of **Wolverhampton** asks if it is worth buying the Mega-CD, or if waiting for Sega's 32-bit system would be better value. No, the Mega-CD isn't worth buying at the moment! The Saturn (32-bit system) won't reach the shops until Christmas 1994 or even 1995, so that's not worth waiting for. I'd save your money and see what new games appear for the Mega-CD.

Alex Pritchard of **Weymouth** enquires about the Sega TV channel reported in SegaPro#22. He wonders whether the TV channel will ever be available in the UK and, if not, is it possible to use it through satellite. The Sega TV channel operates through cable TV. To use it, you must pay a monthly subscription fee. It's unlikely that you will be able to use it in the UK – even if you have satellite, as cable TV is not the same. Sega are planning to develop the channel over here too! It's unlikely that the channel will appear until cable TV is more popular, but as soon as it is, you'll see Sega TV!

Lastly, **Daniel Waters** of **Northampton** would like to know where he can get hold of ancient Master System games. The best place to get old games is from a shop that deals in second hand titles. If you can't find what you want, you could try phoning the company that made the game.

That's all there's time for this month, but we'll be back soon to answer your queries! Keep writing in – it may be your problem that's answered next month!

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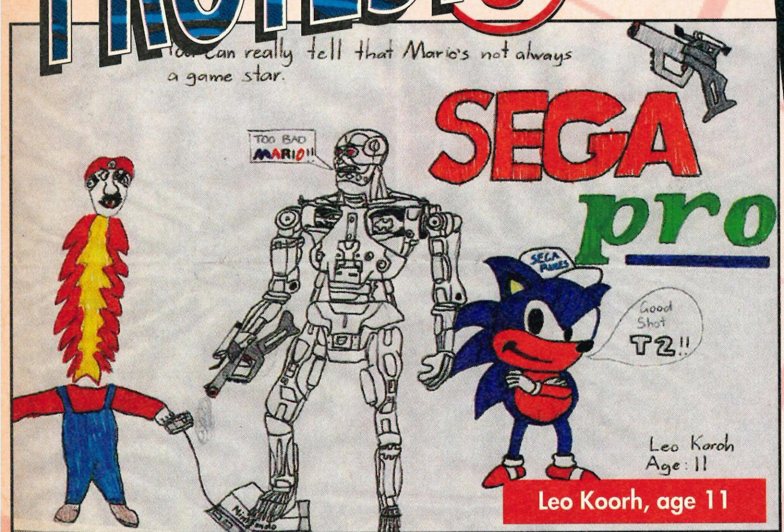
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PROTEST!



Leo Koorh, age 11

LESS OF THE VIOLENCE

I am writing in as a parent of two children who are totally obsessed with their Mega Drive. Although I was aware of the aggressive nature of video games, I did not realise just how violent they could be. I approve of games such as *World of Illusion* and *Lemmings*, because they require some thought from the player. However, my kids (age 10 and 12) want me to buy them *Mortal Kombat* and *Street Fighter II* when they are released. Now, I'm not the sort of parent that will buy their children anything they want. Apart from anything else, I like to play games! So, when I read the preview of *Mortal Kombat*, I was totally shocked. According to your report, the game has a special code that gives you access to gory scenes not normally shown. You may think that this is all fair and square, as the violence is hidden deep within the game. However, I think that this just encourages kids to become more violent. Why incorporate these cheats in the first place? All the companies are doing is feeding our children a diet of blood and guts.

There is already too much violence on the TV, without irresponsible software houses producing even more. Lets see more games that rely on brain power, not sheer shock value.

Helena Blakesley, Oldham

It's well known that some games have a violent nature, even if it's not totally blatant. Personally, we think you have little to worry about. If kids aren't playing violent video games, they're usually playing other types of violent games, such as stealing cars and real fighting.

Mortal Kombat is not an original console product – it has been converted from an arcade coin-op. If your kids have ever played arcade machines, they have had access to violent games, such as Mortal Kombat – and that doesn't have the parental safety code! Do you want everyone to suffer because some parents can't teach their kids between right and wrong? Violence is the fault of society, not the fault of video games that, incedentally, appeared long after unruly kids!

Personally, I haven't seen many kids decapitating their friends. They may play-fight as Street Fighter characters, but when you were young didn't you play Cowboys and Injuns or were you more interested in Doctors and Nurses?

ILLEGAL ACCESSORIES

I own a Mega Drive, but am finding it hard to buy new games every month. A games shop in my area told me that if I bought a special accessory, costing over £100, they would sell me multi-game cartridges at £2.40 each. Each cartridge has 24 games on it, but I'm wondering if this is illegal. If it isn't, why doesn't everyone buy one?

Scott Logie, Fife

This sounds extremely dodgy! The shop owners are trying to sell you a Magidrive, although they usually cost more than £100. The multi-game cartridges are most definitely illegal and you never know what games you'll be getting on them. It's unlikely that you'll get anything that's any good, as the cart/disk only costs £2.40 for 24 games. That's ten pence each! SegaPro don't use any illegal machines to get their games and we suggest that you don't either!

PROQUOTES

A selection of the best, the worst and the down right bizarre comments of the month!

Just a little note to say how brill the cheat book, given free last month, was and how it didn't work the only time I needed it.

Susan White, Dunfermline

Your mag is the best. I don't write in to the others because they're too inferior.

Alan Crombie, Stratford

Please send me a copy of *Mortal Kombat* as I am bored with my games collection.

John Campbell, Coventry

Anyone who complains about games for the Mega-CD should go back and play on a Spectrum. Then they would have something to moan about.

Paul Ashwell, Halifax

Please send me a signed photo of ProGirl as I miss her.

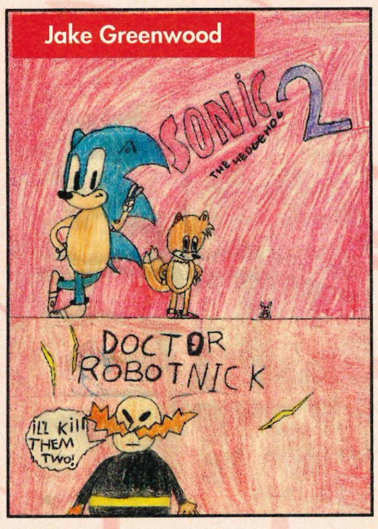
Martin Langley, Isle of Wight

MORE SPACE FOR THE GEAR

I thought I'd write to you about your Game Gear reviews. I've been buying SegaPro since issue two because they are excellent, but I've noticed that you've recently allocated tiny half page spaces for them. Only a few issues before that, you told us that you would try and make the Game Gear reviews bigger. If they don't increase in size, I may go and buy another magazine. It doesn't seem worth buying SegaPro for a few half-page reviews! I find this hard to say, as I have 20 issues of your mag and it's the only one I buy.

Sean McFadden, Ireland

Jake Greenwood



We try to give every game a fair amount of review space. If a game isn't very good, then we want to save space for something better. For instance, Land of Illusion on the Game Gear was allocated one page, but Double Dragon was only allocated a column. If a Game Gear title is good, then obviously we want to show it. It's not just hand held titles that get a small amount of space, though, it happens with other games too. We want to show you the best of what's on offer and not waste space on games that aren't worth it.

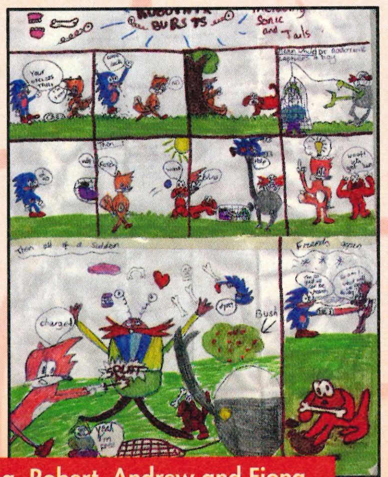
LESS OF THE ARCADE ACTION

I have had a Game Gear for some time now and have many brilliant games. I However, apart from the odd RPG and sports simulation, there only seem to be arcade games available. I would like to see *Sim City*, *Civilization*, *Eye of the Beholder* and a simplified flight simulator like *Wings*.

How about it? Let's see some more strategy or proper RPG on the Game Gear (instead of cop outs like *Axe Battler* and *Dragon's Crystal*). I'm sure that there are many players who would like to see something other than arcade games on their hand held.

Will any of these games be released on the Game Gear or am I doomed to Sonic and Mickey Mouse on those lonely nights under the bedclothes?

Richard Scratcher, Essex


Shona, Robert, Andrew and Fiona

It would be very difficult to incorporate any of your suggestions on to the Game Gear. Apart from obvious problems such as lack of space on the screen, the Game Gear doesn't have enough memory to run massive RPGs. Sim City hasn't even been released on the Mega Drive let alone the hand held. Imagine trying to cram all that information into the Game Gear!

However, the Game Gear lacks decent strategy games, but a full blown RPG will surface later this year. Daemonsgate is being developed by Imagitec and will be released by Gametek. Shining Force is also under development, although it may only be available on import from Japan.

As Game Gear carts have recently increased in size to 4Mbit capacity, there is more potential for bigger and more complicated portable games.



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GAME OVER

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GAME OVER SCREENS

This month's Game Over was completed by Mark at SegaPro, but if you have any end sequences for the Pros to check out, send 'em in! Don't forget, if your game is printed, you'll win the cart of your choice. Send your videos to: Game Over, SegaPro, 124 Old Christchurch Road, Bournemouth BH1 1NF. Till next month!

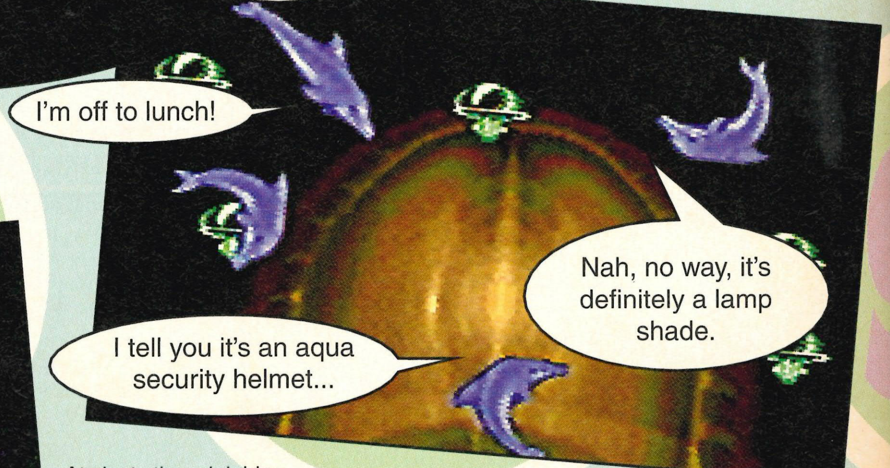
MEGA DRIVE

Ever since *Ecco the Dolphin* was reviewed in SegaPro #16, people haven't stopped ranting about its cool graphics and animation! We think that it's definitely one of the best Mega Drive titles around and after playing it for what seemed like weeks, we finally reached the end. Hurrah! At last little Ecco can roam the oceans in peace!

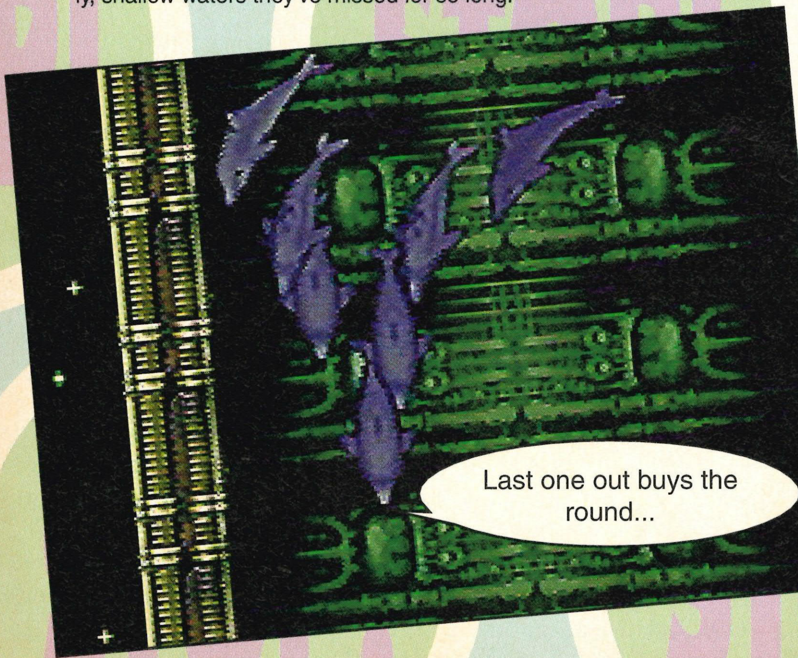
ECCO THE DOLPHIN



That's it Ecco, knock his brains out. This guardian is just an oversized jelly monster who can't find someone his own size to pick on. I mean come on, who'd pick on such a cute little dolphin? I think he's lost his marbles!



Ecco and the lads don't waste any time getting away from the defeated guardian. Speeding down the tube, the dolphins swim in a formation the Red Arrows would find difficult to match! Ecco leads the rest back in style to the friendly, shallow waters they've missed for so long.



At last the dolphins are free. Ecco has done a magnificent job saving his friends. The underwater horrors are now a thing of the past. Everyone leaps out the water in celebration against a welcoming blue sky. Now it's time for some synchronised swimming displays!





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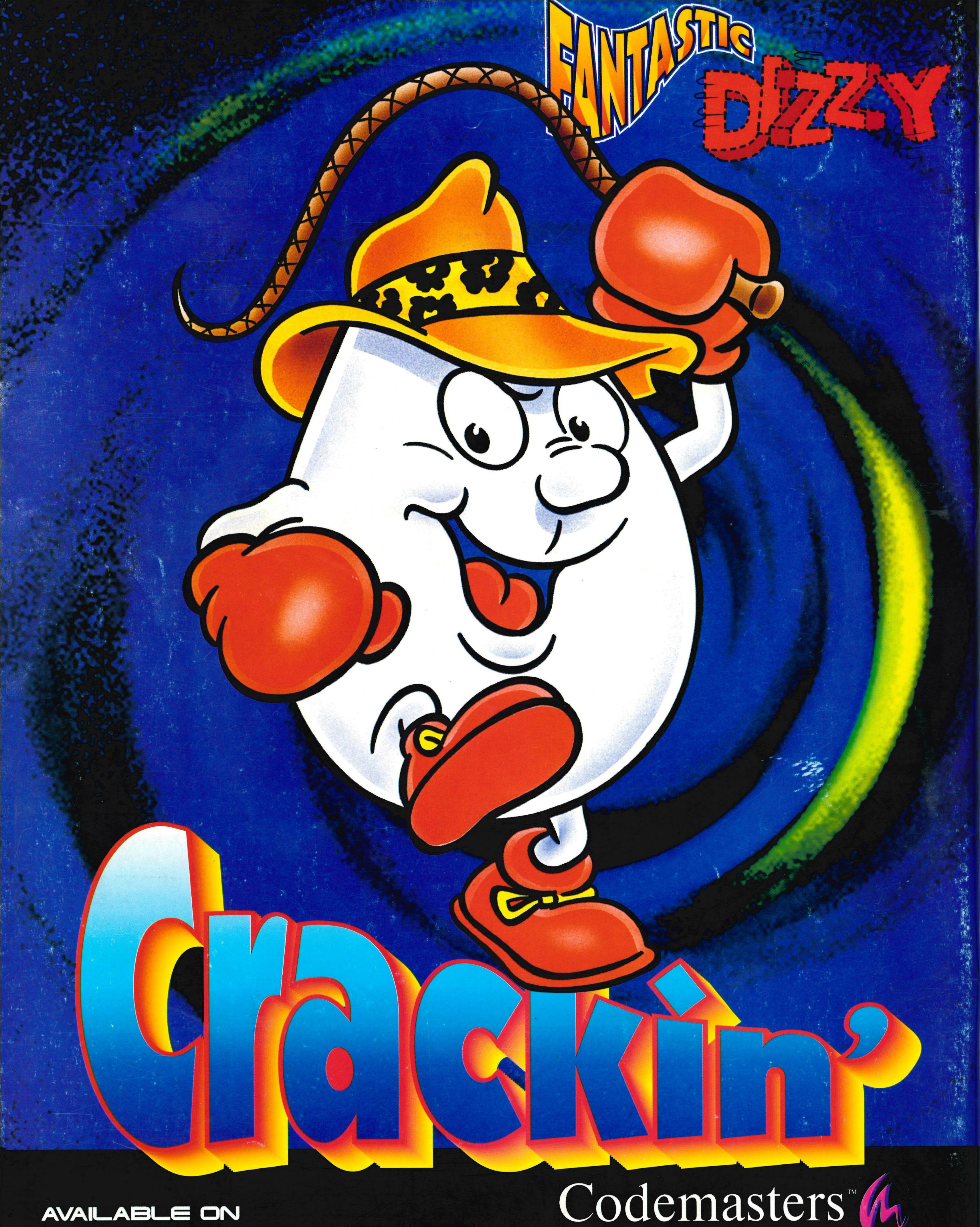
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